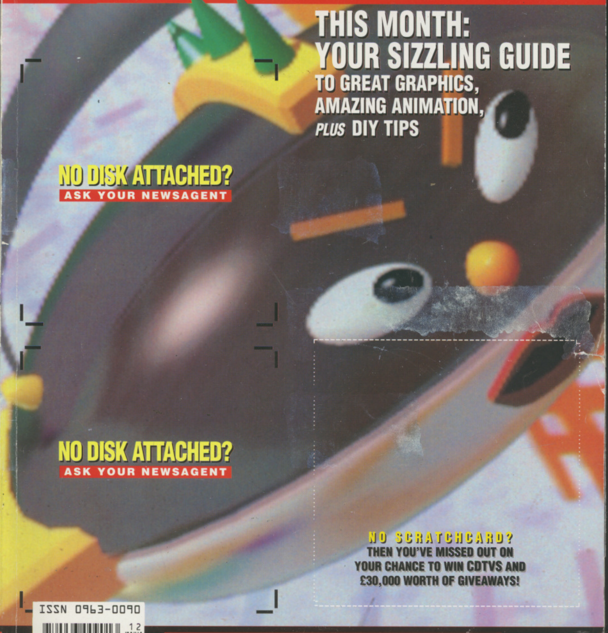
THE COMPLETE GUIDE TO THE AMIGA

CU AMIGA



THIS MONTH: YOUR SIZZLING GUIDE

TO GREAT GRAPHICS, AMAZING ANIMATION, *PLUS* DIY TIPS

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NO DISK ATTACHED?
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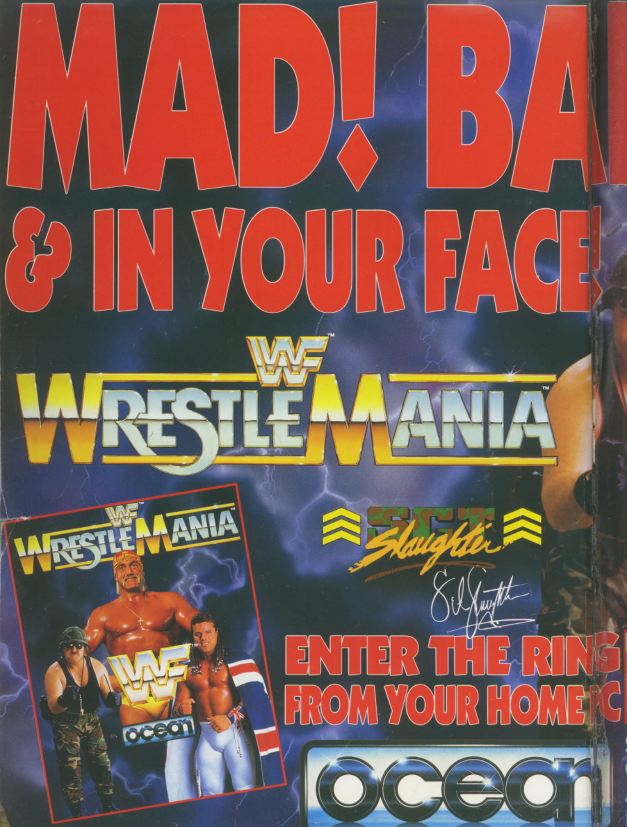
OVER 100 GAMES REVIEWED AND 60 'SERIOUS' PRODUCTS TESTED ■ BIRDS OF PREY ■ ULTIMA 6 ■ EPIC ■ POPULOUS 2 ■ WWF ■ HARD DRIVES COMPARED ■ FIRST SAMURAI ■ SILLY PUTTY ■ SOUND ENHANCERS ■ WHAT WORKS ON WORKBENCH TWO? A COMPREHENSIVE GUIDE

DECEMBER 1991 £3.75
DM19 PTA 915 L13400
AN EMAP PUBLICATION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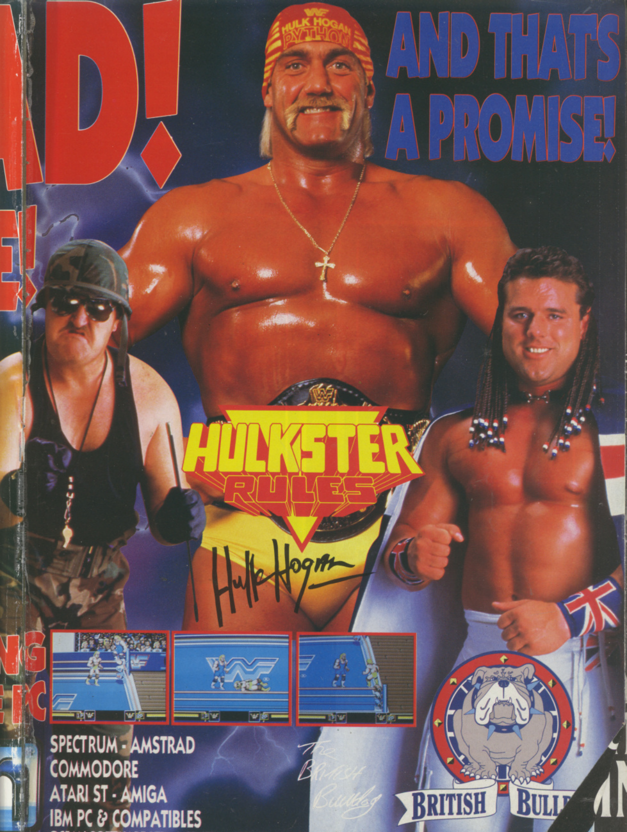
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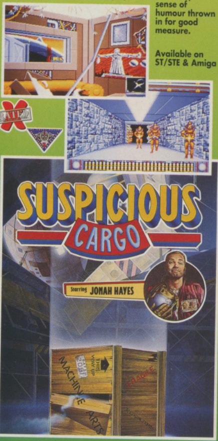
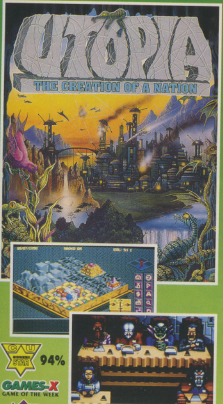
This time though he's bitten off more than he can chew - his cargo is alive (genetically speaking), dangerous and sought after by a rival company who'll stop at nothing to cripple his dodgy tramp freighter and take over the job!
An interactive adventure game set in the grand cyberpunk tradition with stunning action sequences, excellent animated location graphics, and a warped sense of humour thrown in for good measure.

Available on ST/STE & Amiga




UTOPIA
THE CREATION OF A NATION

Screenshots from various formats

94%

GAMES-X
GAME OF THE WEEK

Ace Rated
920

90%

UTOPIA

Can you create the perfect society? Now's your chance to find out. Leading a colonising party to a barren planet you aim to create the perfect society, where everyone has a quality of life rating of 100%. Do you spend money on weapons or social research? Build hospitals or tank factories?
The myriad of decisions to be made are yours, and the fact that there are over ten different alien races all bursting for the opportunity to wipe out the colony should speed up the decision making process. An icon driven game with the main playing area presented in isometric 3-D, Utopia breaks new ground in computer entertainment.

Available on ST/STE & Amiga (PC 1992)

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Gremlin Graphics Software Ltd., 2-4 Carver Ho

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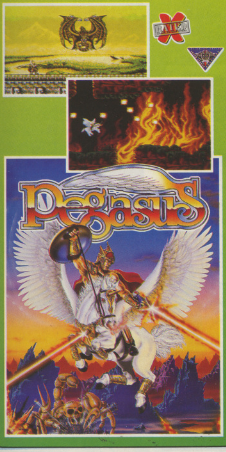
PEGASUS

Satan has travelled the five planes of existence and shattered the magical crystals which hold the souls of the incarnations of each plane. Satan now has ultimate rule over the planes and entire mortal world. You are Percius, and with your winged companion Pegasus your mission is to collect all the fragments of the crystals and revive the incarnations.

Available on CBM Amiga & Atari ST/STE



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CU AMIGA

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DEPUTY EDITOR
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ART EDITOR
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TECHNICAL EDITOR
Mat 'Red hand gang' Broomfield
EDITORIAL CONSULTANT
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NEWS EDITOR
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ADVERTISING MANAGER
Tom 'Bigglesworth' Glenister
DEPUTY ADVERTISING MANAGER
Martyn 'Slick' James
SALES EXECUTIVE
Karen 'Hoorah' Neill
CLASSIFIED / PRODUCTION MANAGER
Remzi 'Bleedin'mac' Salih
PRODUCTION ASSISTANT
Esther 'Ram' Rodd
PUBLISHER
Garry 'The Wodge' Williams
EDITORIAL ADVERTISING
071-251 6222

CU AMIGA Offices –
Priory Court,
30-32 Farringdon Lane,
London. EC1R 3AU.
Tel: 071 251 6222
Fax: 071 490 1094
Distribution – BBC Frontline Ltd,
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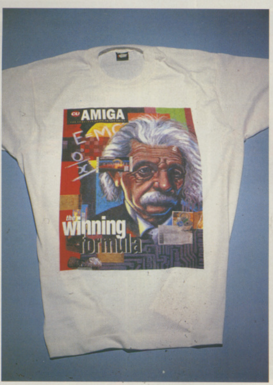

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World War I
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THE DISK

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G A M E S

77 Another blinding month, with DiD coming up trumps with both *Robocop III* and, yes at last, *Epic*. In addition, we also have an impressive back-up team including EA's stunning *Populous II, Knights Of The Sky, Ultima VI, The First Samurai,* and *Smash TV*. And, as they say in all the best K-Tel adverts, and many, many more...

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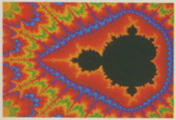

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62 System 3 are so chuffed with their forthcoming Silly Putty, that they have put a **CD Walkman** up for grabs, along with a bundle of games.

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R E V I E W S

Another corking issue, with more Screen and Superstars than we've had for months. *Populous II* finally weighs in and tops the table, whilst *Epic, Robocop III, Ultima VI* and *Birds Of Prey* all garner similar accolades.

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BUZZ

... Walt A Laugh, As Infogrames Take The Mickey With Their Disney Licences...

... Master Stereo Sampling With Microdeal...

... Readysoft Unveil Their Super Fly Guy...

... Cumana Get Ready To Take Control...

MICKEY SOURIS

Infogrames' newly-acquired rights to distribute Disney software in Europe will be exercised to the full in December and January with four new Mickey Mouse educational packages hitting the streets. *Mickey Puzzle, Colours, ABC* and *123* are aimed at educating whilst entertaining. To keep the kids happy, an animated puzzle adventure starring all their favourites from Who Framed Roger Rabbit appear to spice it up a little. For the more mature of us, Disney's novel *Stunt Island* allows you to stage and film your own stunts. Choreographing, placing cameras, directing and editing are all features at your finger-tips, as well as an option to put your stunts to music.

UPGRADE AND REGRADE

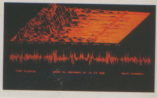
If you've always wanted to enhance the performance and flexibility of your Amiga, Cumana's COM-201 RAM and ST506 hard disk controller and interface might be for you. The board previously retailed at £145 and is now being sold for an offer price of £49.95. The dramatic price reduction has been attributed to overwhelming sales in the past which have enabled the huge reduction.

RAM/HARD DISK INTERFACE
COM 201
CUMANA

The interface slots into the expansion slot below the Amiga far out of sight. The 0.5 Mb upgrade doubles the Amigas memory to 1Mb. Using the board's hard disk controller any ST506 compatible drive can be added and the battery backed up real time clock memorises the correct time when the machine is turned off. The DMA allows data to be transferred between the peripheral device and the internal memory without intervention by the central processing unit. This leaves the computer free to perform other tasks.

SOUND REASONING

Microdeal announce the release of their new sound sampler, *Stereo Master*. The editing suit comes complete with real time record and play, cut or delete of sampled effect, mixing, fading in and out, special effects options and a plethora of other features. The *Stereo Master* is available for £39,95 and Microdeal guarantee its computability with all its other products and those to come.

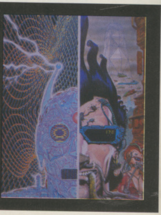


COLUMBUS CHALLENGE

Matthew Stibbe, author of *'Nam*, has teamed up once more with Putney-based Domark; this time to put together a strategy adventure set across Europe, the New World, and on the high seas. Set in the late middle ages, the game simulates the exploration, trading and empire building of the period. The player will be able to split between roles and direct every aspect of a pioneering exploration sim. It's currently masquerading under the name, *Columbus*, and will be available mid 1992.

CYBER'S ACE

Currently swirling through the tubes at Empire is *Cyberspace*. Inspired by the Cyberpunk novels by William Gibson, and owing a little to our own CU crew who suggested the licence, *Cyberspace* concerns the fantastic lands and times of such sci-fi classics as Blade Runner, Mad Max and Tron. High-tech street punks and futuristic hackers roam huge computer networks by using high technology and direct implants to their brains. Once inside their Id explores the new computer universe called *Cyberspace*. The game utilises vector graphics and 3D bit mapped images and is based on the technology used for the acclaimed *Team Yankee*. It'll be out in the new year.



COLOUR CLASH

Help is at hand for colour printer users who face the annoying habit of their machines running out of one colour whilst the others are going strong. Instead of throwing away the whole cartridge Beach Imaging have produced *Compujet*, the first comprehensive range of inkjet cartridge refill kits for the main colour and monochrome on the market. The result of several years investment, all the inks are guaranteed to meet or exceed the quality of the original equipment supplied by the original manufacturer and all refiling can take place simply and quickly with no mess. The refills are available for HP *Deskjet* series, HP *Paine* series and Canon Bj10e/Apple style writer. Tel 081 850 8344.

SPACE BOUND

Not content with supposedly revolutionising cartoon animation gaming with *Guy Spy*, Readysoft have also found time to complete the long-awaited *Space Ace II - Borf's Revenge*. Featuring full-screen animation and digitised sound, *Space Ace II* starts off just as our hero Ace has turned the evil Borf into a baby, but the Goons, his dastardly henchmen give him another blast with the infamous Infanto Ray and bring him back to full size. Once again, the game is a real visual showcase, but whether or not Readysoft have improved the gameplay is doubtful. However, as it is based on more scenes from the coin-op it is doubtful that there will be 'full' interaction.

STEG Codemasters step into the Christmas circus with *Steg*. The game involves an extremely cute slug, surely a contradiction in terms, in gorgeous cartoon graphic adventure. Steg has been hard at work having babies, T'yungunz, in the dank underground caverns. Your task is to keep the offspring alive as long as possible by feeding them. Steg can slime across ceilings, up and down walls and even blow bubbles and he does all this in order to trap the bugs he needs for food. Steg should be around for Chrimbo.

PSYBORG Loriciel could be making A bid for the title of most originally addictive puzzle game since *Tetris* with their latest release *Psyborg*. The goal is to race along inside a space vortex covering the various tiles and dodging the gaps whilst picking up points and bonus features. There are a choice of eight planets to pick your wits with and 32 worlds along the Vortex walls.

GUY SPY Just when things appeared to be deathly quiet on the Readysoft front, news breaks that a new game from the programmers who bought you *Wrath Of The Demon* and worked on those *Dragon's Lair* series have been hard at work on another graphic monster. *Guy Spy* is a beautifully-drawn arcade/adventure which is apparently more involved than past Readysoft games, and boasting tons of action. Unlike its cousins, you have full control of your animated character. The game follows the exploits of a top secret agent around the world as he uncovers foul deeds and evil characters. Stay tuned.

RACE DRIVIN' Just around the bend and careering towards local stores is Domark's *Race Drivin'*. The sequel to *Hard Drivin' II*, the game has a strong stunt theme and enables you to corkscrew loop, jump and get to grips with a load of other obstacles.

The game is based upon the brilliant Atari coin-op. Faster microprocessor and more efficient software code provided a new time lag between control input and screen graphic response. Race Drivin', the coin-slot version, felt even more like a real car. Whether or not the home-bound counterpart will match up to this remains to be seen

AIR, LAND AND SEA *Air, Land and Sea* is a new compilation from EA and contains *Indianapolis 500, 668 Attack Sub* and *F-18 Interceptor. Interceptor*, despite its age, is still one of the most playable flight sims around and gives the player a choice of flying the F-16 Falcon or the F-18 Hornet defending San Francisco Bay from attack. It's out now and can be picked up for £34.99.

BUZZ

CHIPS CHALLENGE

After months of development, Ocean believe they have found the solution to every software house's nightmare - namely, software piracy. Rumours of a special chip that will somehow be attached a normal disk are being circulated, but Ocean are being extremely tight-lipped about it. According to our source, the chip has over 50 separate levels of protection that, after two solid weeks hacking by an Ocean programmer, would only yield one level of clearance. The addition won't cost the customer any extra, we are informed, and will be on a trial period before it is used on all Ocean games, the first of which could be *Robocop III.*

LOOK AND LEARN

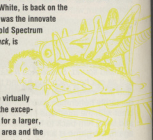
fun school 4
SPY1
AMIGA
europress

Mandarin's incredibly popular *Fun School* series has now reached fourth base. *Fun School 4* is split into three distinct age groups, with seperate packages for the under 5s, 5-7 year-olds, and 7-11 year-olds. Each package expands on themes started by the first three in the series, but now sport more detailed sound and graphics to attract the user's interest more. The packages are out now, and will be fully covered in the next issue of CU.

ROC AROUND THE CLOCK

Silica Systems are shortly to release the sequel to RocGen Genlock. The unoriginally-named RocGen Plus features all the abilities of the original, butnow supports RGB, optional Chromakey, and better image-mixing facilties amongst others. In addition, the basic unit has been stripped down and better component parts used for increased reliability. Priced at £149.95 it will be available by the time you read this.

ANTS IN YOUR PANTS



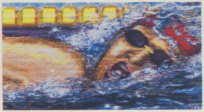
Don't quote us on this, but word has reached us that veteran coder, Sandy White, is back on the scene. Sandy, who was the innovate brains behind that old Spectrum classic, *3D Ant Attack*, is apparently, putting together a game plan for an Amiga update of the 1982 classic. Details are virtually non-existant, with the exception of initial ideas for a larger, more detailed play area and the title of *Super Ant Attack*, but as soon as we get absolutely anything on this potentially exciting project we'll report further.

BATTLE STATIONS

Entertainment International have two fresh titles in the works and set for a January release. *Campaign* is a strategy war simulation with the emphasis being on the tactical and planing side of warfare. Whilst *Pacific Island* is firmly in the same vain, it is the official sequel to the incredibly successful *Team Yankee* which concerned the Russians invading America and the commencement of World War III. *Pacific Island* will incorporate tank simulation, guerrilla warfare, aircraft combat and sea manoeuvrers. The original sold over a quarter of a million copies so the follow up should be something to watch out for.

COLOUR CARE

Due to break into the sunlight at the end of November is an extremely useful product from Care Electronics. Dubbed the *Colour Kit*, this handy combination of software and hardware will enable almost anyone with an ordinary black and white printer to print in full colour. Apparently tests that have been carried out on the *Colour Kit* proved it to be just as good if not better than some of its colour counterparts. Some typical prices for the kit are: Star LC10, Citizen 120D, Panasonic 1080/81, Epson LX80 £29.95. *Colour Kits* will be available for a wide range of 9 and 24-Pin printers soon.



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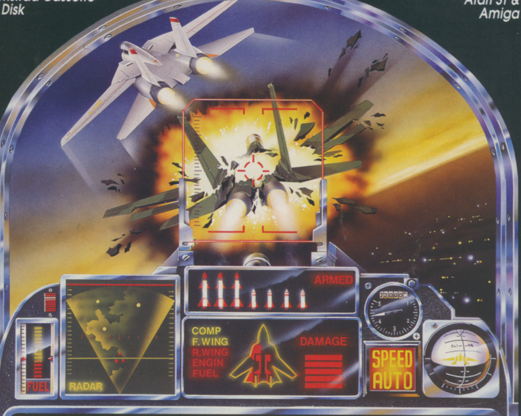

Screen shots from Coin-Op version.

MISSION 2
TIME 35
HIT 7/8

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MISSION 6
TIME 53
HIT 1/9
LOCK ON

Screen shots are intended to be illustrative of the gameplay and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computer's specifications.

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BUZZ

SCARY MONSTERS

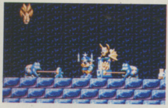
Kev Bulmer is currently hard at work on a new RPG for U.S. Gold. With the weird moniker of *Monsterum Horrendum*, the game is a massive RPG with arcade sequences thrown in for good measure. The main bulk of the game is viewed in first-person perspective, with the backdrops made up of polygons. However, using texture-mapping, Kevin has added extra detail including intricate wood panelling and ironwork to make the game more realistic to look at. Kevin's first original project for ages, the game is basically an extension of life, with the player cast as one of several creatures, and out to prove their mettle. On entering a city, for example, the player can do virtually anything. For instance, they can learn a trade, get in with crooks, become a labourer - pretty much anything! The game has been in development for coming on six months now, and Kevin is particularly excited about the prospect of an expanded CDTV version. 'It'll be brilliant', he enthused, 'it would have a real cinematic feel to it, with loads of music and graphical sequences that the disk version couldn't contain.' *Monsterum Horrendum* will be here next Spring.

HIS MASTER'S CHOICE

Centresoft have linked up with pop music peddlers HMV to launch new departments in three of their emporiums. London, Reading and Southend are the chosen sights and Centresoft will be exclusively supplying software across all formats, but predominantly Amiga and ST. Plans are also afoot to expand the scheme around the country.

THE RETURN OF FLIMBO?

Having successfully shaken off their Ninja image, System 3 are currently considering a sequel to their Screenstar-awarded *Flimbo's Quest*. Although the idea is only at the drawing board stage, the basic idea would be to take the game into Mario territory with a larger, more varied task than the original, and with dozens of other game-styles incorporated into the main task. Work will probably start as soon as *Fuzzball* and *Putty* are completed, and more news as and when we get it.



DON'T MENTION THE WAR!

Hot news straight from the recent computer show in Germany is that US Gold have signed to German strategy game developers Software 2000.

Renowned for their great presentation and extensive manuals, their first joint efforts will enter their initial stages in January '92 for general release around April. More details soon.

HAPPY TOGETHER

Bullfrog have signed a new licensing deal with Electronic Arts including the eagerly-awaited *Populous II*. Under the new agreement, EA will handle all marketing, sales and distribution in Europe, North America and Australia for their floppy based product. Amid rumours that not all has been rosy between the two in the past were dismissed. Both parties have been working together for the past three years and things are reported as being never better with three more projects in the pipeline, including the *Populous* lookalike, *Bob*, and the return of Squiffy in *Flood II*.

BYTE DELIGHT

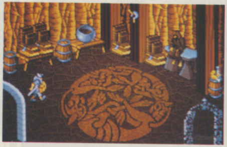
THE GUINNESS DISC OF RECORDS 1990

Eccentric omnivore Monsieur Mangetout will be adding a sample of his own special brand of table etiquette to the forthcoming Computer Shopper Show this December.

Mr Mangetout, credited in the Guinness Book Of records as the worlds most ambitious human dustbin, will be adding an entire computer to his menu which he will eat byte by byte. His diet has already included 10 bicycles, a supermarket trolley, seven television sets and six chandeliers! To date, his most remarkable eat, sorry feat, took place in Carracus where he successfully chewed his way through a Cessna light aircraft. Apparently, the only thing that can upset his amazing appetite are bananas and anyone who would like to test this theory can catch the man himself at the show which runs from December 5 to 8 at Wembley Exhibition Centre.

IT'S A CORE-KER!

After the mighty *Heimdall*, Core's next foray into the world of arcade/adventures will be called *Zeloria*. Written by Core's in-house team of Rob Toone, Rolf Mohr, and Jason Gee, the game is a flick-screen affair, with the screens viewed as if at the theatre, with the player's on-screen persona wandering in and out of the play area. The scenario tells of a mystical and fantastic land, full of lost objects and witches - in fact, Zeloria is the land of the lost where all those loose socks and TV remote controls go. Also, back on the *Heimdall* front, Jer and partner Ged are just about to start work on a sequel, based on the ensuing battle of Ragnarok. There's no real news as of yet, but the player will this time play the role of one of the Gods as he rallies together an army to oppose Loki's ever-growing ranks. Actual game details are scarce at present, but needless to say, you'll see it here first.



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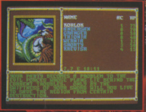
Screenshots are only intended to be illustrative of the game play and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computer's specifications.



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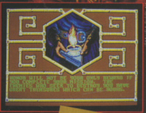
IBM VGA DISPLAY



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BUZZ

ADD-ON TO ADD-ONS

Fujitsu have just announced the latest addition to its 24-pin DL printer range. The DL58000 has a 504cps and is designed especially for heavy duty applications including graphics, bar codes and labels. Multi-media paper handling and a variety of designer series fonts, automatic paper loader, optional memory cards all contribute to making this the top of the range for Fujitsu. A selection of print drivers and windows make the whole package of laser printer quality. and it's priced? £1,699.

ARE YOU IN THE CLUB?

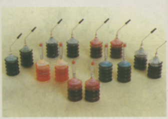
PD Software is getting ready for its biggest shake up since its introduction. Major PD companies are flocking together to form their first "union". The PDS. (Public Domain Standards) have already been fully endorsed by Commodore themselves as the official suppliers of quality PD. All houses that join the group will carry the distinctive logo on their ads and thus guarantee the public value for money.

All members must adhere to eight requisites. Libraries must discard all pornographic material on disk, demos that contain bad language must carry a warning sticker, libraries must have been trading for at least six months before they can join (this is the period when most P.D. companies go bust), they must have a fully manned phone and not an answering machine (in order to weed out the part time libraries), they must operate a helpline for customer problems, have to accept credit cards, must guarantee virus checked disks (easily done as a co-member of the group is the Virus Research Clinic who will be issuing all the necessary equipment to members) and all companies must process orders within 24hrs. This sounds like very good news to PD users as the shoddy companies will be driven out of business and PD will become fully respectable. A minimum price for disks will be 99p, but could rise to £2 to cover costs. A number of companies have already joined and any libraries wanting more information should contact John Dudley at Essex Computer Systems on 0268 55363.

shapes and sizes that have to be rotated *Tetris*-style and slotted in. *Ramparts* will be available in January 1992.

COLOUR CLASH

Help is at hand for colour printer users who face the annoying habit of their machines running out of one colour whilst the others are going strong. Instead of throwing away the whole cartridge Beach Imaging have produced *Compujet*, the first comprehensive range of inkjet cartridge refill kits for the main colour and monochrome on the market. The result of several years investment, all the inks are guaranteed to meet or exceed the quality of the original equipment supplied by the original manufacturer and all refiling can take place simply and quickly with no mess. The refills are available for HP *Deskjet* series, HP *Paine* series and Canon Bj10e/Apple style writer. Tel 081 850 8344.



SPIDEY CENTS

Although we are still waiting for the likes of Hook and Point Break to grace our cinema screens this year, Hollywood is already working on next years' blockbusters. Hot on the heels of the forthcoming Batman II, that other well-known comic book hero, Spiderman, is set to grace our screens once more. Starring Aliens' star, Michael Biehn as Spidey/Peter Parker, apparently Arnie is set to assume the role of the multi-limbed Doctor Octopus with Robin Williams or Jack Nicholson as the Green Goblin. Of course, at this early stage, there are dozens of rumours circulating regarding the film, but we have also heard a whisper that Mancurian moguls, Ocean, have already snapped up the rights for a game. In addition, we also have reason to believe that the software giants have also secured the rights to convert Tim Burton's Batman II over to the computer formats. Buzz reckons that this latter licence would be perfect for DID's *Robocop III*-style polygon graphics but only time will tell...

RAMPARTS

Ramparts, Tengen's odd mixture of a shoot 'em up and *Tetris*, is now well into development. As with most of the best games, the original coin-op was very simple, but utterly addictive. The game involves building walls around castle keeps and strategically placing cannons within them and destroying your opponents battlements. All destroyed bricks have to be replaced as soon as possible and come in all shapes and sizes that have to be rotated *Tetris*-style and slotted in. *Ramparts* will be available in January 1992.

POPULOUS EDITOR

If you can't wait for the release of *Populous II*, and if you've managed to see it in any form you really can't wait, then a handy data disk might tide you over. Compatible with the first game the *Populous Editor* will allow you to tinker with most aspects of the game and also create your own lands.

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If this all sounds a bit too complicated, don t worry, the easy to use point n click system let s you get straight in, and you can always leave the difficult bits up to the computer ! But to ultimately succeed you will need a courage, skill, stamina and smart thinking.

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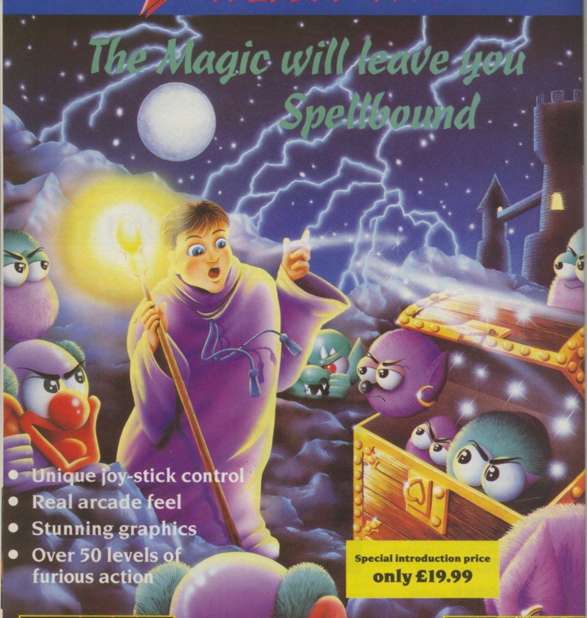

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BUZZ

EAU, IT'S COLOGNE...

Martyn James returned from the Amiga '91 Show in Cologne, and wonders why our overseas counterparts seem to be more committed to the machine than us...

A bustling crowd of over 60,000 Amiga enthusiasts descended on this impressive exhibition hall over the 4 days spanning 31 October – 3 November this year and a good time was had by all.

As I flew into Cologne, I couldn't help thinking that the site alone promised great things, perched on the North bank of the Rhine overlooking the city. True enough, the three public days were living proof that the Amiga is big news on an international scale. The four main halls were veritable Santa's grottoes stacked with professional hardware and software, PD and music kit, games and Hardware.

Two major stands stood out: Software 2000 and United Software. Software 2000, Germany's largest strategic games software developers, showcased superior adventure games with some pretty wacky packaging. Cathedral was eating up most peoples' hard-earned Deutschmarks but you haven't missed out. The company have signed to US Gold and will be developing new products for the UK in the new year.

United Software were pulling the crowds with Thalion's latest offering of a highly accurate flight simulator of the Lufthansa A320 Airbus. The system is so advanced that if you master the real-time full flight mission, you can enter a competition to have a crack at piloting the real thing – apparently, it's so close you'll have no trouble moving between the two, and winners will receive a special certificate. At this point, a worthy mention is also due for Virgin Games who had no trouble encouraging Amiga fans to check out their latest Shuttle simulator.

In the hardware hall, 19" rack kits were being snapped up by kids who didn't look strong enough to carry them home, but the prices were so good it was hard to resist. Amiga add-ons galore were on sale and a special mention goes to the 24-bit graphics cards being put through their paces with mind-blowing results.

The most exciting development I saw, though, was on the Toshiba stand. After producing CD-ROM units for the Apple series, Toshiba are now about to release a unit for the Amiga range. The unit is available as either an internal unit for the A2000 or as an external box for use with the others in the range – including the relatively humble A500. The units can play normal CDs and several on display were blasting out assorted well-known tunes. Even more impressive, some of the units were also running CD-TV games. Obviously, not all CD games will be able to run on these machines, but could Commodore have a serious rival? The internal unit sells for an affordable £300, whilst the external is slightly dearer at £500, and will be available via Optech in Britain.

But what about our European soulmates? After being used to coming away from UK shows virtually maimed in the crush of fellow users, it was a shock to see hordes of people queuing politely for their posters, badges and purchases, and the prospect of actually getting to see all the displays without being swept away by a tide of eager shoppers was a welcome relief.

More striking was that broadcast quality hardware, destined for professional hands in the UK, was being snapped up by ordinary European users. Are they bigger enthusiasts over there? Or just loaded? Four days of investigation left me none the wiser, but as Steve Kelly from the Bitmaps said: 'If the British thought they were into the Amiga they should see the Germans.'

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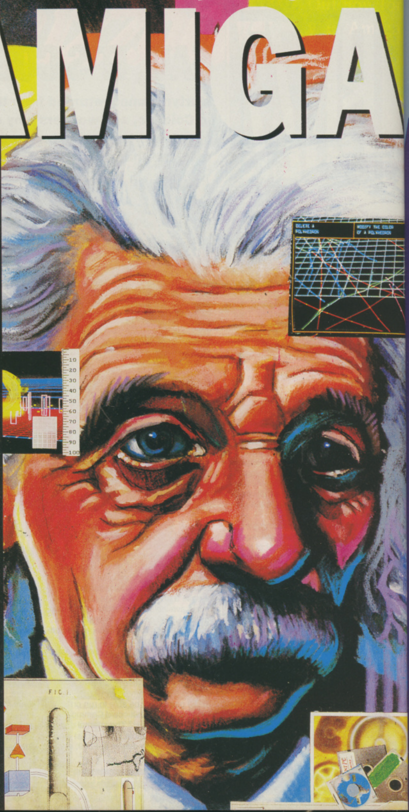
DELETE A POLYHEDRON
MODIFY THE COLOR OF A POLYHEDRON
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FIG. 1

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BUZZ

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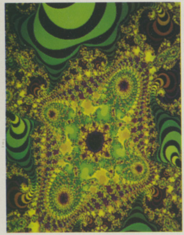
If you are an absolute Fractal freak, dabble with the odd Ray-Tracing package, an expert at 3D-modelling, or simply well into showing off the Amiga's multitasking ability, then perhaps you could do with the *Progressive '040.* This impressive unit brings the high-speed processing power of the leading-edge Motorolla 68040 25MHz CPU to your Amiga 2000 or 3000. An Amiga equipped with the *Progressive 040* will operate at six or more times the normal speed of the normal A3000, or about 35 times over the standard A500 machine. The cost is roughly £1500 for the A3000 version, and £1900 for the A2000 board. Motorolla rates the 68040's performance at a staggering 19.2 million instructions per second which is faster that most large Corporations' mid-range and main-frame computers. Further info is available from Marcam Ltd tel: 0604 790466 .

THE CHAOS KIT...

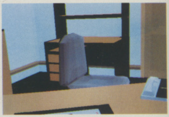
Coming soon from American-based Seven Seas Software is *Mathvision. Mathvision* basically arms you with a suite of elaborate and optimised functions for the rendering of the highest quality fractals, Ray-Tracings, and 3D models that you are ever likely to see on an Amiga. Although the manual is heavy going, the software is top-notch, utilising Arrexx to the full. How it will compare to *Vista Pro* remains to be seen, but expect a full review very soon..

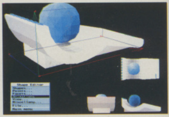


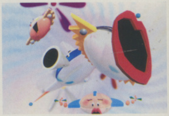
GRAPHICAL FINESSE...

The 31st of October saw the greatest gathering of computer animators you're ever likely to see, as they awaited the results of the Computer Animation Festival Awards. Held at The Odeon, Marble Arch, the general public could experience many of the sequences up for awards first-hand, with such impressive showcases as a CAD-designed depiction of a redeveloped Barcelona, and the effects of gravity on faraway moons. It was nice to see the many uses that animation has, and far from being just a series of very clever effects, the possibilities for education and research are now being thoroughly exploited. Of the 200 animations on display, notable winners included 'The Astronomers', by Jeff Kleiser and Diana Walczak, and the impressive animation used on Saturday morning's Motormouth.

In all, there were twelve categories, comprising the latest Virtual Reality ideas, to promising student work and special commendations for new innovations. With computer animation getting more and more popular, it was apparent that TV has quickly jumped on this exciting bandwagon, with demonstrations of the Hale And Pace intro (where a large Shark swallows the two Rons), and the new Wogan and But First This intros. Interestingly, though, The Radio Times scooped this coveted award for their adverts introducing the inclusion of the other channels they would soon be covering. In all, the Festival was a chance to look at some of the kit the 'big boys' use, and offered an interesting insight into the world of animation. Who knows, with the Amiga currently sporting a series of new boards to make it faster, maybe the gap between what appeared at the Festival and what we could be producing at home in a few years isn't so great after all...







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12 *Moonstone contains scenes of strong graphic imagery with particular realism. Although these scenes are optional, this product is voluntarily rated 12. Parental Guidance is recommended for younger players, however this is not a legal requirement.*

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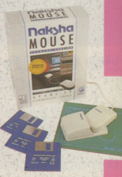

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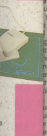

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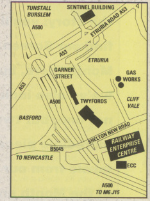

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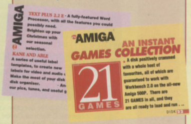
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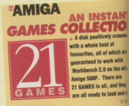
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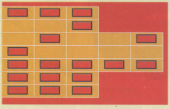
CLASSIC CHALLENGE

AMIGA Q

Solitaire is one of the easiest games to play, yet the most frustrating to complete. Your objective is to remove all of the pieces except one from the board. You start off with a single space in the centre of the board, and pieces are removed by jumping one over another into the vacant space beyond. The piece which has been jumped will then disappear from the board. You can only jump into the space directly behind the piece you're jumping. To move a piece, click on it with the left mouse button, before clicking on the space you want to move it to. You can return to the main menu by selecting 'Quit' from the menu at the top of the screen. This one's guaranteed to frustrate!



BACKGAMMON

Backgammon is popular world-wide because it offers a test of skill and strategy, yet can be played in less than fifteen minutes. Amiga *Backgammon* offers the same challenges, with the added bonus that you don't need to invite a friend around to play it.

You use the white counters and the objective is to remove all of your pieces from the board before your opponent. The board is split into four quarters each consisting of six triangles. The bottom-left quadrant is your home base, whilst the computer's base is at the top-left. The two right-hand quadrants are neutral territory.

Moving your pieces in a clockwise direction, you have to try and get all of your pieces into your home base, and then off the board. The computer moves anti-clockwise, and has the same objective. When it's your turn, two dice will be thrown in the left half of the board. The numbers shown on the dice represent the number of positions you can move your pieces. If, for example, you throw a six and a five, you could either move two separate pieces – one of them six spaces and the other five – or you could move the same piece eleven spaces around the board.

To take your turn, first click on the piece to be moved, then on the destination and it will be moved. When moving

CU breaks new ground with its cover disks this month. Mat Broomfield guides you through a veritable wonderland of superb programs.

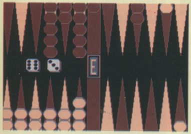
DISK 22&23

IF YOUR DISK WON'T LOAD?

In the unlikely event of your CU disk not loading, remove all external cartridges and peripherals and try again. If it still won't load, pop the offending disk in an envelope and address it to: CU DISK RETURNS, PC Wise Merthyr Industrial Park, Pentreebach, Mid Glamorgan . CF48 4DR They will then test the disk and send a replacement as soon as possible. Ring the PC Wise Helpline for any urgent problems. It's open between 10:30 a nd 12:30 during weekdays and can be reached on: (0443) 693233 Whilst CU Amiga makes every effort to check cover disks for all known viruses, we can accept no responsibility for possible damage caused by viruses which may have escaped our attention.

a piece for the total of two dice, you must move it in two separate stages representing the first number and then the other.

Unfortunately, that's not all there is to it! When the computer has more than one piece on a triangle, that triangle is protected, and you can't land on it as part of your move. If there's only one piece on a triangle it's vulnerable, and if your dice roll enables you to move one of your pieces onto that space, the computer's piece is removed from the board and placed onto the bar (the strip dividing the right and left halves of the board). The computer can't move any more pieces until his 'captured' piece is finally brought back onto the board. It's possible for you (or the computer) to capture several pieces over a series of moves, thus making it difficult to resume normal play.



If you consider that the home bases are numbered from one to six, counting from left to right, a 'captured' piece can only be brought back onto the board in a vacant or vulnerable location within the enemy's home base. A throw of one would enable the captured piece to come back onto the board at the far left triangle, provided that location isn't 'protected'.

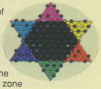
To complete the game, you must first get ALL of your pieces into your home base, before you can begin bearing off. Bearing off is a flashy name for a straightforward process, and simply means removing pieces from the board according to your dice rolls. If you throw a six, you can remove a piece from the sixth position (counting from left to right). If you throw a high number, but there are no more pieces in that position (or higher), you may remove a piece from the next lowest position.

If you throw a double, you may use each number twice, giving a total of four moves. If you find yourself in a position where you can't move, either because you have trapped pieces on the bar or all of your possible moves are blocked by protected pieces, click on the dice to end your turn.

The main art of playing *Backgammon* is to move your pieces around the board, causing as much trouble to the opponent as possible, whilst leaving yourself vulnerable as rarely as possible.

CHINESE CHECKERS

This six-player game is a stimulating variant on Draughts. When the game has loaded, you'll be presented with a star-shaped board containing six coloured zones, each of which is filled with pieces. The object of the game is to move all of your pieces from one zone to the one at the opposite side of the board, forming the same pattern in that zone as they did in your own.



The board is divided into triangles, and the pieces move along the edges of the triangles, landing on the vertices (corners). A piece may be moved one position in any direction, unless it's jumping. Pieces can jump any adjacent piece on the board, provided the position beyond is empty. Multiple jumps can also be made when the arrangement of pieces is such that having landed from one jump, another is immediately available. As long as this is the case, the player can continue jumping.

To actually move a piece, all you have to do is click on the piece to be moved and on the place that you want to move it to. Before you start playing, you'll need to tell the computer which of the players is human, and to do that you'll need to go into the Player menu at the top of the screen. Once there, you'll notice that all six players are listed by colour. If you move the cursor on to one of these players and release the mouse button, the computer will toggle between human and automatic control. A tick means that the computer will control that colour.

You may also want to set the com-

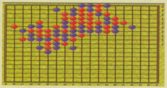
LOADING YOUR DISKS

Both disks boot automatically from the internal drive. Disk 20 starts with a tune and a pic, followed by the menu screen. When it's loaded, kill the tune by pressing the right mouse button then press the function key of your choice to load a program. To load Disk 21's programs just use the function keys.

puter's skill level if it's controlling any of the pieces. To do this, go to the Level menu and select the difficulty level that you require ranging from one (easiest) to seven (most skillful).

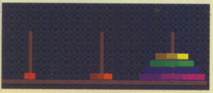
GO MOKU

The player's objective in this ancient two-player game, is to place five stones in an unbroken row with players taking it in turns in placing stones. To place a stone, simply point at the place you want the stone to go, and click the left mouse button. If you're having difficulties, you can ask the computer to suggest or play your move for you by clicking on the options at the side of the screen.



PEG PUZZLE (THE TOWER)

The object of this simple puzzle game, is to move all of the pieces from the left-hand peg to the one on the right so that they form the same pyramid shape. The only rule is that you can't put a larger piece on top of a smaller one. To move the pieces, click on the required disc with the left mouse-button and hold the button down whilst you drag the piece to its destination.

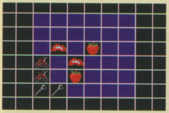


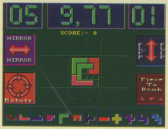
MODERN MASTERPIECES

AMIGATRATION

This simple memory test game is ideal for younger children. Based on the card game 'Fish', the objective is to locate all of the matching pairs of pictures by remembering which pictures have previously been revealed. The size of the playing area can be altered by clicking on 'Size' whilst the number of players can be set by clicking on the number beside the 'Players' option.

When you begin, the board consists of a number of blue rectangles. By clicking on any two of these, two pictures will be revealed. If the two pictures are the same, they'll remain face up and the player will receive one point. If not, they'll be covered up again ready for another attempt.





DILEMMA

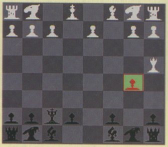
This enjoyable and addictive game demonstrates the sort of quality that can be produced using *AMOS*. From the intro screen you can increase or decrease the starting level using the left button, whilst the right mouse button takes you into the game. Your aim is to fit all of the specified pieces into the green grid at the centre of the screen so that no spaces or pieces are left over. At the start of a game, some of the pieces at the bottom of the screen will have numbers above them. These are the pieces available for that round, and the numbers tell you how many of each one are available.

Click on a piece to select it, and if you change your mind click on 'Piece to Bank' and the shape will be returned to the store at the bottom of the screen. Once selected, the pieces can be flipped, mirrored or rotated before being placed on the grid. The game is played against tthe clock, and the amount of time remaining is indicated under 'Bonus' at the top of the screen. And the levels gets progressively larger and harder to fill. Press the CTRL and C keys simultaneously to quit the game.

KAMIKAZE CHESS

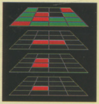
This game presents you with a stimulating inversion of Chess in which the objective is to lose all of your pieces before your opponent does.

Kamikaze can be played by two humans, or against the computer. All of the pieces behave normally, bar two additional new rules. If a piece can be taken, it MUST be taken, and there's no such thing as Check or Check Mate. In fact, the King cannot be sacrificed until all the other pieces have been lost, but in the mean-time it should be kept out of the way so that you're not forced to take anything with it.



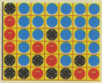
TIC TAC TOE

Noughts and Crosses is perhaps the simplest game in the world to play, but this version adds another dimension – literally! *Tic Tac Toe* is played on a four-tier board, and you have to place four pieces so that they form a line. The line can be vertical, horizontal, diagonal, up, down or any combination of these. To play a piece, point at the square you wish to occupy, and click the left mouse-button. To restart the game, select 'New Game' from the 'Actions' menu. Incidentally, the computer will highlight the winning line.



UP AND DOWN

Rounding off our Modern Masterpieces is a neat version of that brain stretching game, Connect Four. Counters are dropped onto the board from the



top, where they slide down until they hit either another counter or the bottom of the board. All you have to do is place four counters in a straight row, either vertically, diagonally or horizontally.

To take your turn, just click on any of the spaces at the top of the board. *Up And Down* can be played by two players, either human vs human, or human vs computer, and you can select these from the 'Project' menu at the top of the screen. Switching the speech off from the 'Sound' menu will greatly speed up the game.

ARCADE ARENA

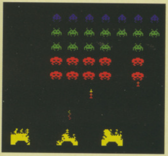
AMOEBA INVADERS

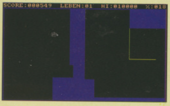
What can one say about *Space Invaders*? This version is faithful to the original game and contains all of the elements that made it such a hit. All you have to do is survive and stop the aliens from landing, which they'll do if you take too long to kill them. As you progress, each successive wave of aliens will start a little closer to the ground.

BALLY III

Another popular game from the dawn of arcade history was *Qix*. This version offers several enhancements over the original, the most obvious of which is its lightning fast playing speed. Using the joystick, you have to 'carve up' the pitch into sections. Each time you create an enclosed section, it will be coloured blue. Every level has a target percentage which you must try to fill in.

Of course, it's not quite that straightforward because the pitch is patrolled by 'bouncers' which will kill you if they bump into your trail while it's yellow. Rushing around the perimeters are 'seekers' which also try to bring your career to an untimely demise. If you try to turn back and retrace your steps you'll instantly lose a life for cowardice!


Amoeba Invaders


SCORE:000549 LEBEN:01 HI:010000 %:018

Bally

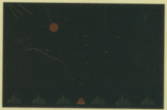
COSMOROIDS

Wandering around in space, you find yourself floating in the midst of the asteroid belt. As a result, you've got to blast the rocks and stay alive in this excellent arcade conversion. Moving the joystick up will engage the drives of your ship, and hitting fire will unleash a burst of explosive death for any hapless rocks that stray into the line of fire.

In special emergencies, pressing the space bar will engage your hyper-space drives, instantly teleporting you to another part of the screen. Be warned, however, you could find yourself teleporting out of the frying pan and into the fire!

MISSILE COMMAND

A superb conversion of another old fave. Using the mouse you must defend your bases by firing missiles at the invaders. Press the left button to shoot but as your supplies are limited, make every shot count. Start the game by pressing 1 or 2 to indicate the number of players, or Escape to return to the main menu.


Missile Command

Deluxe Hamburgers

VARIETY VANGUARD

CIRCUIT WARS

This fascinating and original strategy game places up to four players in an electrical arena where the object is to drain your opponents' power until they die. The game is played on a grid upon which a variety of electrical components can be placed, the most basic of which is a circuit. To wipe out the opposition you'll need to build a network which enables your Runners to reach them.

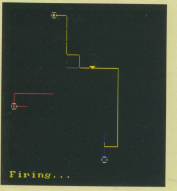
The game is played in three phases: the action phase when new pieces are played; the movement phase when Grid-runners are moved and switches are opened and shut; and the power-up phase where players regain crucial energy according to the extent of their network.

Due to the size of the instructions, we're unable to give you a full player's guide here, but if you use the PPMore option on disk 23, you can load the instructions from disk 22. They're in the 'Docs' directory of the disk, along with complete instructions for many of the other games.

DELUXE HAMBURGER

This is a strange shoot 'em up for people with a food fetish! There's only one simple rule to follow: if it moves, blast it! Can you make mincemeat of the enemies or have you had your chips?

➤



Circuit Wars

THE CU COLLECTION

EGYPTIAN RUN

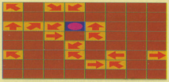
We couldn't forget all the driving game fans out there could we? Using the joystick to steer through the pyramids, use the mounds to jump into the air, but be careful as a pyramid up the exhaust pipe will put paid to your desert rallying days!

MATCH PATCH

This enjoyable game is undoubtedly one of the best arcade offerings available in the Public Domain. Using your joystick to guide the character around the screen, you must kill the baddies. Each of the monsters is made from different elements and you'll need the exact weapon to kill them. You can change weapons by falling through the appropriate exit at the bottom of the screen. You'll reappear at the top, but watch out that you don't land on some psycho monster. Also, the monsters mutate if you shoot them with the wrong weapon. For example, shooting an ice monster with a stone weapon will change him into a storm demon.

MIRRORWARS

This unusual blaster pits you against a joystick-wielding friend in an explosive strategic shoot 'em up. Each player controls one of the two spaceships at the top and bottom of the computer screen. The player's objective is to blast his opponent before he's on the receiving end of such a volley but this task is made more difficult by the strip of mirrors which runs across the centre of the screen. These mirrors deflect the shots and, more often than not, you'll find the salvo of shots that you just fired bouncing back towards you, so caution is required. As you continue to play, the mirror grids become more and more complicated, and you'll find it increasingly challenging to predict the course your shots will take. Up to ten shots can be fired at a time by keeping the fire button pressed down.



STEPZ

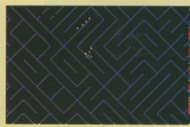
If you remember the old chess board game of 'Fox and Geese', you'll be familiar with what to do in *Stepz*. Starting at the bottom of a checkered board, you must try and guide your piece to the top of the screen without getting caught by the 'Guardians'. However, the Guardians are rather stupid and can only move in one direction, and this is indicated by a large arrow.

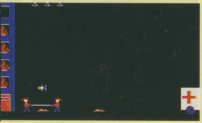
To begin playing, select the difficulty level using the mouse (1=easiest). You'll then be prompted for a starting position, and the squares are numbered from left to right. Having selected where you want to start from, move your piece using the four arrow keys at the top-right of the screen. If an arrow bumps into you, you're caught and you'll have to start again.

TUMBLING TOTS

Help! The building's on fire and there are hundreds of defenseless babies inside in need of rescue. Fortunately, the fire brigade is on hand to help. All you have to do is catch the kids as they're thrown out of the window. Due to an oversight, the ambulance is a little way away so you'll have to bounce the nippers along until you reach it. Press space to begin the game, then use the '6' and '4' key-pad keys to move the firemen left and right.

Well, that's it. Twenty-one super PD games on a single disk with something for everyone, I think you'll agree. Keep a look out for future games disks – we've still got plenty of surprises in store.





DISK 23

THE UTILITIES DISK

Games are great for a spot of relaxation, but here's a selection of stimulating utilities. That's why we've put a great selection of them together on disk 23 which is guaranteed to save you a small fortune.

Before you start, you should take note that after exiting some of the programs on the disk, you'll need to press the Shift and Escape keys before continuing with your selections. If you want to switch the tunes off, press the right mouse button.

TUNE OF THE MONTH 1

This excellent up-tempo tune (which you can hear while the disk is loading), was composed by Kristian Kalevi Kuovo of Mustio in Finland. It features tons of great samples which you can rip out using *Protracker 1.1* or higher. I particularly like the James Brown guitar.

TUNE OF THE MONTH 2

On a quieter note, Patrick (Dexter) Glasby's 'Fantasy' demonstrates that it doesn't have to be loud to be successful. Paul, who comes from Portsmouth, has created a gently rolling tune that incorporates the best of classical music with a catchy modern drum beat.

Please note: Due to the large size of both tunes, you may have to reset your Amiga before loading them if you have loaded any other programs from the disk before-hand.

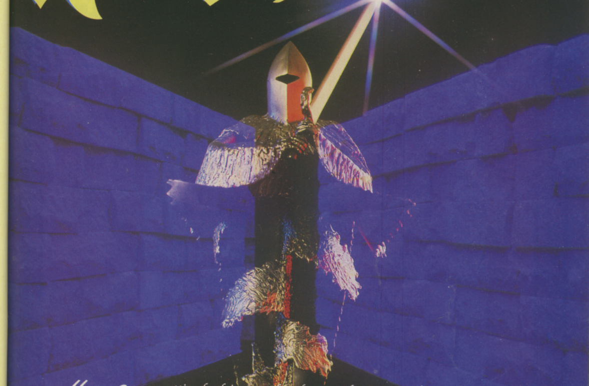
Both 'Tune of the Month' winners will receive a free CU subscription.

CLIP ART

In the Clip-Art directory of the disk, you'll find a fantastic selection of Christmas clip art. The images can be loaded into your favourite art package and coloured in to form a Christmas card. Peter Lee's art tutorial last month will help you create some stunning and original results. Alternately, you can load the clip art into any DTP package that accepts bitmapped images. You could then incorporate them into a Christmas newsletter or report.

DTP TEMPLATES

Continuing the DTP theme, we've included four templates to make creating your own labels a doddle. The templates are for use when creating video spine and front



Knightmare

"You are setting forth into another place, another time, another world," said Treguard, The Dungeon Master. "And what makes you think that you four mere mortals will succeed in the Quest, when so many others have failed?"

I understood, at that moment, that our mission was going to take all our endurance, all our collective skill, and, most of all a depth of courage, that I wasn't sure we possessed.

Ever since ITV's award-winning series hit our screens, the world has been waiting for a computer game worthy of the name. The wait is over.

Tony Crowther's amazing re-creation has everything.

Using the same game system that made 'Captive' adventure game of the year for 1990. 'Knightmare' makes dungeons and dragons games seem like newts splashing around in a muddy puddle.

'Knightmare' is a sophisticated role-playing adventure where you are challenged to solve complex puzzles, logic problems and riddles that reveal a rich, ever-more rewarding storyline.

Your journey takes you deep into the dungeons of Dunshelm, to a cataclysmic meeting with Lord Fear and the unthinkably horrible FrightKnight.

Whether or not the meeting is terminal is up to you. You will need wisdom, tenacity, alacrity and, above all, courage.

But you have all those things, don't you...?

CAPTIVE GAME SYSTEM

BROADSWORD

Available for Amiga & Atari ST

Knightmare is copyright Anglia Television and Broadsword Television.
Game copyright 1991 Mindscape International Limited.
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Written by Tony Crowther.

MINDSCAPE

ANGLIA
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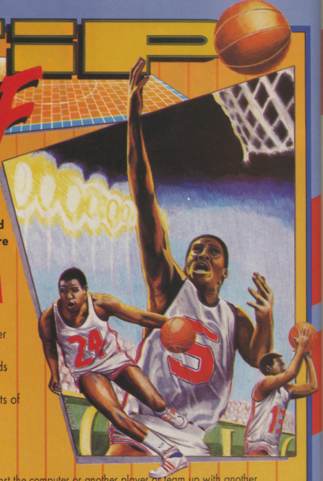
For your local dealer, contact: **Mindscape International Ltd**, The Coach House, Hooklands Estate, Scaynes Hill, West Sussex RH17 7NG Tel: 0444 831 761

TIP OFF



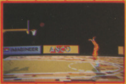
The sheer pace of the game, end to end action and tactical game play is the core of TIP OFF, a basketball simulation -

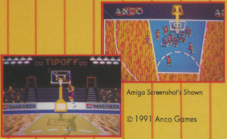
A SIMULATION WHICH IS GREAT FUN TO PLAY

Players' skills, attributes and fitness together with the astute substitution of players and change of tactics banks by the coach, holds the key to success in basket ball. TIP OFF, therefore includes some managerial aspects of the game. The main features are:-

- Multi directional scrolling screen
- Five skill levels. Skill level of both teams can be set independently.
- 1 to 4 players option. Option to play against the computer or another player or team up with another player against the computer or another player or two players.
- Facility to practice skills and tactics.
- Facility to create a team at all skill levels and design tactics.
- Instinctive Joystick controls to dribble, pass, shoot or do a dummy. There are two running speeds, two types of dribbling and passing and five types of shots at the basket (Jump shot, Hook shot, Skyhook, Running Jump shot and Slam Dunk).
- Each player on the court is an individual with a unique mixture of attributes (Age, Height, Flair, Pace, Stamina and Composure) and skills (Passing, Dribbling, Stealing, Shooting and Jumping).
- Two types of Leagues. Action Replay at 3 speeds.
- Extra moves are available using two independent button joysticks using the EXORLENCE System.

AMIGA, ATARI ST -
(ATARI D/S DISC ONLY)
IBM PC & COMPATIBLES
PRICE - £25.99





Amiga Screenshot's Shown

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EASY TO PLAY - HARD TO MASTER

Published by
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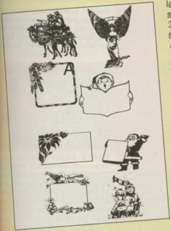
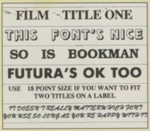


labels, audio cassette inserts and 3.5 inch disk stickers via *Pro Page* and other DTP packages which accept the same page format.

There are thirteen video spine labels on a standard sized page and to use them you only need to select the text gadget and after clicking in one of the boxes to select it, type the title of the programs on the tape.

Best results will be produced if you select Text Style/Bold: Size 48: Justification/Centre Justified. If you want to put more than one title on a label, set the text size to 18 and you can put one title below the other. Due to their size, there are ten main video labels to a page, and by changing the font pitch (size) you can fit up to five lines of text on each one.

The cassette inlay page is divided between four inserts, which are themselves divided into two halves. This is so you can list the items on each side of a cassette without having to spend ages messing around with page justification and text offsets. Although you can use any size font you like when listing the tracks on each side of a tape, I find that an 8-point bold Triumvirate font looks best. If you own the font, Clarendon in a bold 18-point is very attractive for the side titles, but you'll have to set a top margin (of the text box) to make it fit neatly.



FILM - TITLE ONE

THIS FONT'S NICE

SO IS BOOKMAN

FUTURA'S OK TOO

USE 18 POINT SIZE IF YOU WANT TO FIT TWO TITLES ON A LABEL

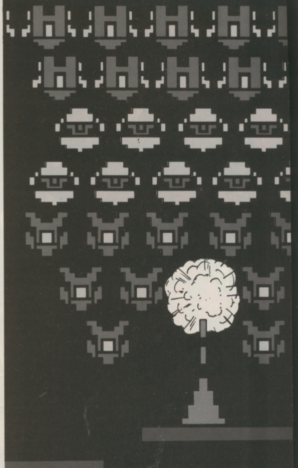
IT DOESN'T REALLY MATTERWHICH FONT YOU USE SO LONG AS YOU'RE HAPPY WITH IT

The final templates are for 3.5 inch disk labels. They're not designed to wrap around the disks, but merely to cover most of the face. This means that if you colour code your disks, the coloured portion of your plain labels will still be visible.

Yet again, the template allows you to create ten labels at a time, and these are divided into halves for neatness if you have a lot of titles on your disks. There's no ideal font size, although Triumvirate is the best style to use if you're going to be printing at smaller sizes.

You'll notice that there are only two title bars. The reason for this is that, when labelling, it's likely that you'll be dealing with many disks of the same type at each sitting (PD utilities, back-up copies, data disks or

➢



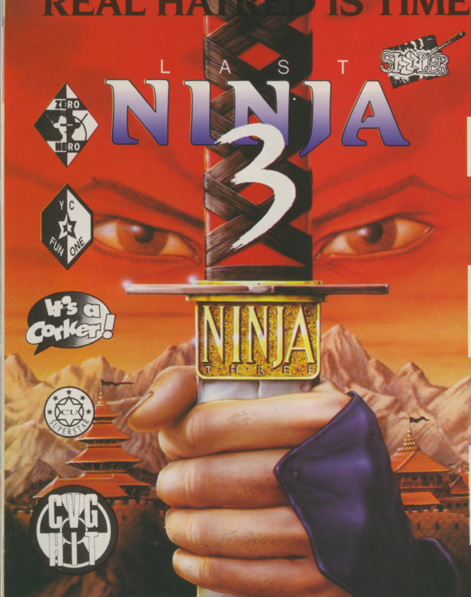
IN 1979 THIS WAS THE PHENOMENEN THAT SHOOK THE WORLD...

SPACE INVADERS

PROBABLY THE MOST FAMOUS COMPUTER GAME OF ALL TIME...

BUT, THAT WAS THEN...

REAL HATRED IS TIMELESS



THE AMIGA ACTION SUPER LEAGUE ACCOLADE

Ninja 3 is here and ready to explode onto your screen with the most glorious display of graphics and animated fight sequences ever seen in this type of game.

With a massive introduction sequence, incredibly detailed '3D' background graphics and a more than generous helping of all-out action, Ninja 3 displays a degree of excellence never before experienced by even the most seasoned Ninja fan. Ninja 3 – A game of epic proportions.

Feel the realism, allow yourse to witness the magical world o Ninjitsu spiritualism, experience the mystical atmosphere of the Tibetan Temple. Remember, always remain in control of your stealth and cunning as you do battle once again with the most treacherous purveyor of evil Kunitoki.

ACTUAL AMIGA SCREENS

Regarded as a licence within itself, the highly acclaimed Last Ninja series reaches an unequalled pinnacle of excellence with the arrival of Ninja 3. Seldom has a series of games won as many awards worldwide as The Last Ninja.

NEVER HAS SUCH A SERIES OF GAMES JUST GOT BETTER AND BETTER...

Available on Cartridge for C64 Computers and the C64GS Console. Also for the Amiga, Atari ST and IBM PC Computers.

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SYSTEM

and ready to
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REENS

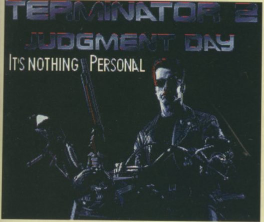
whatever). Because the margins and font sizes may be different for each type of disk, it's easier if you simply set up one title bar as you want it, then clone that eight times rather than having to change the default settings for each title.

SCREEN OF THE MONTH

Moving from music to pictures, Andover based Warren Kelling's Terminator 2 picture is obviously hand-drawn, as opposed to digitised, yet it recreates the elements of the T2 poster almost perfectly.

TEXT PLUS 2.2E

This great word processor includes many of the features found on most commercial packages. When it's loaded you'll need to go to the Prefs menu to set the page width (in characters) and length (in lines). Then all you need to do is set the type of justification you require using the options in the Style menu and you're ready to start.


TERMINATOR 2
JUDGMENT DAY
IT'S NOTHING PERSONAL

You'll find the Load and Save options in the Project menu, along with the printer routine which even allows you to number each page as it's printed. One important point when loading files into Text Plus: it expects all documents to end with .TXP. Any that don't will not load into the package. It automatically adds these characters to the file name when saving.

For further details, read the documentation on the disk.

NEXT MONTH

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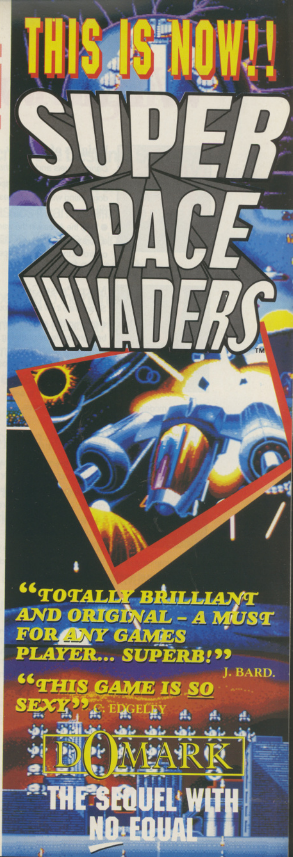
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SUPER SPACE INVADERS
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"TOTALLY BRILLIANT AND ORIGINAL – A MUST FOR ANY GAMES PLAYER... SUPERB!"
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"THIS GAME IS SO SEXY" C. EDGELEY
DOMARK
THE SEQUEL WITH NO EQUAL

What will you cha

KNIGHTS of the SKY

Knights of the Sky

Daring, Duels and Dogfights.

- Become a WWI flying ace, dogfighting with the greatest combat pilots ever.
- Help the Allies win the war in an accurate re-creation of the battle for control of the skies of Europe.

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- Change club, stance, foot position and swing to see accurately modelled results on any of six courses.

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- Study the track, fine tune your car, and strap on your seat belt for the most realistic racing simulation short of driving a real F1 car.

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COMPACT

★ CDTVs to be won, plus £30,000 of giveaway, thanks to Imageworks ★

HOW TO USE THE SCRATCHCARD

It's giveaway time again, as CU Amiga teams up with Mirrorsoft to bring you the ultimate in easy-to-enter competitions! So get ready to exert that grey matter, because you could be on your way to winning one of four CD-TV units...

Attached to the cover of this very magazine is your key to winning a CD-TV. Under the card's three scratch panels lurk the clue to your prize, and the other side gives details of how to claim it...

THE GREATEST SCRAPE...

1. Scratch off each of the panels to reveal the messages underneath.
2. The card will reveal an 0839 number. If this is the case, then ring the number.
3. The recorded message will inform you that you have won one of the following:

* One of four CD-TV units;
* One of 200 Mirrorsoft games;
* Or a massive discount from one of the Mirrorsoft games listed in the message

Once you know what you have won, you must follow the relevant instructions:

If you have won a CD-TV you must fill in the back of your card and send it to Steve James BY RECORDED DELIVERY to CU Amiga, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. We will get in touch with you, and organise the delivery of your prize.

If you have won one of the 200 free Mirrorsoft games, listen to the recorded message to make your choice and fill in the back of your card with your name, address and chosen game. Then put it in an envelope and send it to Mirrorsoft at Irwin House, 118 Southwark Street, London, SE1 0SW. They will then verify your claim and your game will arrive within 28 days of the competition's closing date.

If the message reveals that you have won a huge discount off a Mirrorsoft game, then ring the number to find out which games are discounted and what meagre price they can be snapped up for. Make your choice from the games available, and send a cheque or postal order made payable to Mirrorsoft along with your filled-in Scratchcard, complete with your name and address. Your chosen game will then appear within 28 days from the competition's expiry date.

IMPORTANT! ALL CARDS AND DISCOUNTS MUST BE RETURNED BY THE 26TH OF JANUARY 1992 (WITH THE EXCEPTION OF OUR FOREIGN READERS WHO SHOULD SEE THE SEPARATE BOX). CLAIMS RECEIVED AFTER THIS PERIOD WILL NOT BE ACCEPTED. SEE THE RULES BOX FOR FULL INSTRUCTIONS.

CRACKERS

★ HERES WHAT YOU CAN WIN ★

Mirrorsoft are heading into the 90s by supporting the CD-TV and are offering you the chance to enter the future with them. There are no less than four CD-TVs up for grabs, so before long you can play specially extended CD-TV versions of such Mirrorsoft classics as *Xenon II* (including virtually all of Rhythm King's back catalogue in its soundtrack) and a greatly improved *Falcon*.

PREDATOR 2
Cadaver

MAGIC NUMBER 0839 numbers are charged at 34p a minute cheap rate, and 45p per minute during peak hours. Also, if you win a discount, send either a cheque or postal order made payable to Mirrorsoft.

FOREIGN BODIES Our overseas readers won't be able to ring through to the numbers, so we have specially extended the dates to take this into account. Next month, we'll be printing a full list of what's on the end of the lines, and any overseas readers will be able to send in their cards, requesting their prize or discount. The closing date is February the 26th, so there's plenty of time to enter.

RULES IS RULES The competition isn't open to employees of EMAP and Mirrorsoft. All UK discounts are valid until the 26th of January only, whilst overseas readers have until the 26th of February. Winners of the CD-TVs MUST send their entry by recorded delivery, but no responsibility can be taken for lost cars. When sending money for the discounted games, please refrain from using cash. And make the cheques and postal orders payable to Mirrorsoft. The decision of Mirrorsoft and CU Amiga is final. No correspondence willl be entered into. All enquiries about free games and discounts to Mirrorsoft on 071 928 1454.

COMPACT CRACKERS

By Way Of A Bonus, Mirrorsoft Are Also Offering over 100 Of T-Shirts In A Superb Lucky Dip. Interested? Read ..

What A Lottery We've Got!

As well as the CD-TVs, the hundreds of games, and huge discounts, Mirrorsoft have also put over 100 assorted T-shirts to the first lucky winners pulled from the (very large) hat. These sartorial extravaganzas include T-shirts promoting *Mega-Lo-Mania, First Samurai,* and some limited edition San Francisco 49er shirts to celebrate the release of *Cisco Heat*. To stand a chance of winning one, simply read the blurb about the games listed and shown below and, using your knowledge of the current games scene, write each title's missing name in the space on the entry form provided.

HOW TO ENTER

On the back of your scratchcard there is a corner with the legend 'I'VE IDENTIFIED THE FOUR GAMES AND THEY ARE...'. Actually, as you can see, there are only three to identify, so just fill in the THREE game titles in the space provided. Then send it with your card to Mirrorsoft, who will draw the competition and forward the prizes to any winners.

GAME 1

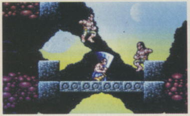
Past meets the future in feudal Japan, as Vivid Image return to the game scene with one of the most visually-impressive beat 'em ups to grace the Amiga. Cast as a muscular young warrior, your Master has been killed by an known creature who has escaped through a time portal to futuristic Tokyo. Following the beast, you must traverse the game's five levels in an attempt to avenge your slain master. To aid you in your task, your character is skilled in the martial arts, and can also summon extra weapons and magical spells to aid him. At the end of the game awaits a final confrontation, but not before the hero has to make his way across a moving train and through the dank, polluted sewers of 20th century Tokyo.

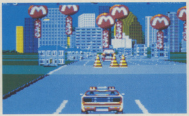
GAME 2

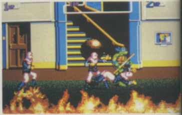
It's the race of the century as the the San Francisco Police Department prepare to burn rubber through the five areas in their beat. Starting in the busy streets of the city, they must race against each other in an attempt to reach the end of each stage within the ever-decreasing time-limit. Other cars, buses and taxis get in your way, and must be avoided or tooted at to move, and your high-speed driving takes you from the city into the weird surrounding areas of David Lynch's Twin Peaks. Still, at least there's no chance of the Police putting paid to your chances!

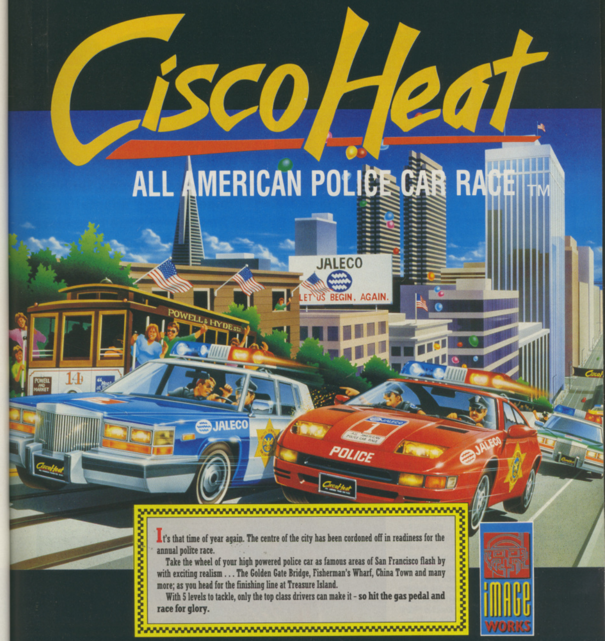
GAME 3

Those 'Heroes In A Half-Shell' are back, and this time they are starring in a massive scrolling beat 'em up which combines huge sections of beat 'em up action with the many characters from the TV cartoon. April O'Neill has been kidnapped and whisked away by Krang, so you and a friend must don the guise of those bandana-wearing heroes and undertake the mission to rescue her. The action involves making your way through a series of scrolling stages, whilst using whatever comes to hand to beat up the bad guys. What's more, huge guardians are waiting for a showdown at the end of each level, and must be hit repeatedly before they give up the ghost. With the addition of subterranean bases, skateboarding sections and a fight inside Krang's base, it'll take ages before April is freed.








Cisco Heat
ALL AMERICAN POLICE CAR RACE ™
JALECO
LET US BEGIN. AGAIN.
POWELL & HYDE
POLICE
JALECO

It's that time of year again. The centre of the city has been cordoned off in readiness for the annual police race.

Take the wheel of your high powered police car as famous areas of San Francisco flash by with exciting realism . . . The Golden Gate Bridge, Fisherman's Wharf, China Town and many more; as you head for the finishing line at Treasure Island.

With 5 levels to tackle, only the top class drivers can make it - **so hit the gas pedal and race for glory.**

iMAGE WORKS

TIME
96.7
POSITION
6th
SPEED
116 mph
STAGE 1
SCORE
GOLDEN GATE BRIDGE

Cisco Heat
POLICE
JALECO
POLICE

TIME
59.7
POSITION
8th
SPEED
044 mph
STAGE 1
SCORE 100760

Image Works, Irwin House, 118 Southwark Street, London SE1 0SW. Tel: 071-928 1454. Fax: 071-583 3494

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THE WONDE

Computer animation reached new heights in James Cameron's Terminator 2, and is set to explore other avenues in Angel Studios' adaptation of Stephen King's Lawnmower Man. Can the Amiga ever hope to achieve such wonders? CU watches it bridge the gap.

Pretty sexy, eh? Most of the screenshots on these pages were developed by Angel Studios in California for a new feature film based on a Stephen King short story, the Lawnmower Man. But there's more to these images than perky pixels and cute colours – each one tells a few thousand words about the near future of graphics technology. Here's twelve hundred of them to whet your appetite.

The best news is that professionally-animated graphics like these don't simply rely on massive processing power. What you see here is just as much the result of the steady refinement of new skills and techniques for creating computer-generated moving images. That means that your Amiga monitor could soon be benefiting from the lessons currently being learnt by the professionals. Sooner or later, these techniques are going to change the images you see on your screen at home, even if the technology itself takes a little longer to catch up.

Even today, the graphics tools in use at, say, Lucasfilm's Industrial Light and Magic, Pixar or Angel Studios are spawning 2nd cousins within the home computer market – your own collection might feature *Sculpt 4D* or *Deluxe Paint IV*, for example. However, the skills to optimise packages like these are still filtering down into the Amiga development market as programmers and computer artists in Europe steadily acquire a whole set of newly-evolved techniques; vital skills without which the graphics we crave simply can't be put together.

So, what goes to make a photo-realistic computer image? To the professional computer animator, the real world isn't just a collection of objects to be modelled, rotated, scaled, and animated – it's a vastly complex scenario that incorporates textures, ranging from simple repeated patterns to chaotic surface

ERSTUFF

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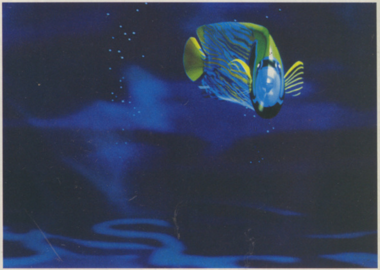

The bubbles have a tale to tell here – they're a typical example of a simple particle system, in which numerous single elements have to obey related movement laws to achieve a single effect.

characteristics, all featuring different degrees of light reflection or absorption; multiple light sources of varying colour, direction and intensity; particle systems (water splashes, for example) in which myriads of tiny objects inter-react to create a single event; colours of varying hue and luminosity. Get the picture? Getting the graphic takes just a teensy bit longer.

The first step lies in the pre-production process – simply deciding exactly what the sequence is going to show. A client coming to Angel Studios, for example, will usually come armed either with a storyboard, artwork, or simply a verbal description. It's vital for an animator to get involved even at this early stage, as he or she will know what the technology can and can't do and, on a more specific level, the limits of their own proprietary software.

The next step involves taking the objects in the scene and modelling them. An object model can start with a set of photographs, an artwork, or even a physical object. Take the human head, for example. Wandering around Angel Studios you'll see several snapshots of people who seem to have some sort of warpaint fetish. In fact, the geometric markings on their faces serve as guides to an animator who will later have to construct their facial anatomy and expression using polygons as building blocks. Dividing the area around the mouth, for example, into a network of triangles and then taking a sequence of shots as the subject smiles, provides an immediate reference for the transformations the triangles will undergo. Once these models have been constructed on the computer, the co-ordinates of each polygon can be stored to form a database from which the object can be reconstructed from any angle.

Now we need to add a spot of life to our creation. The choreography of wire-frame models is both technically and artistically demanding. Where it relates to real-world objects – the whale in the marine photograph on these pages, for example – this will almost certainly involve the animator in a prolonged study of film footage. Human movement is generally well-known to animators, but how does a monkey stand up? Even more problematic, how does the musculature in a dragon's jaw behave when it spouts flame? Video games operate at a low enough level of detail to avoid these thorny problems – but an animator working on a ➤

RELAX
FLOATING
FLYI
LLING

The Running Man sequences are part of a Virtual Reality environment within the film, which features realistically-animated computer representations of the actors.

VIRTUAL SEX! Most of the pictures you see here come from The Lawnmower Man – a new feature film due for release in early 1992. The storyline tells the disturbing tale of a doctor whose ambition drives him to test his advanced learning and Virtual Reality therapy on a human being. The results of this experiment turn a simple-minded gardener into a super-intelligent human being.

The film is unique because it features an extended sequence (over seven minutes in all) of computer-generated footage, showing two of the principal characters interacting within a futuristic 'virtual reality' environment. They're not just playing games, either – stand by for the first Virtual Sex sequence in cinema history.

Angel Studios, responsible for the computer animation, worked to a six month schedule to complete the project, producing 70 seconds of effects each month using four animators, two software programmers and an art director. The environments were created on Silicon Graphics computers using a combination of Angel Studio's proprietary Scenix™ software and Wavefront. The Lawnmower Man is based on a tale by Stephen King, directed by Brett Leonard and produced by Edward Simons, previously responsible for The Stud, The Bitch, and Howling III, IV, V, and VI.

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COMPETE AT THE HIGHEST LEVEL!!

"The main essence of sport is a race against opponents rather than against time... to win is the mark of the master"

- OVER 2,000 DIFFERENT COMBINATIONS OF EVENTS
- MOST IN DEPTH MULTI SPORTS SIMULATION EVER
- SUPERB GRAPHICS
- UNIQUE USE OF VECTORS IN SPORTS EVENTS
- UNUSUAL PERSPECTIVES THAT MAKE FOR GREAT GAMEPLAY
- COMPETE AGAINST OTHERS FOR THE BIGGEST SCORE
- TOTALLY ORIGINAL LINK EVENT; THE MULTI-COURSE MARATHON

INTERNATIONAL SPORTS CHALLENGE

AVAILABLE ON: AMIGA, ATARI ST, IBM PC & COMPATIBLES

CYCLING

Using 3D vector graphics the unique gameplay combining strategy with sheer powering on the joystick makes this sport like no other sport ever seen on computer.

SHOW JUMPING

Unique perspective giving a realistic feel. Different course offering different challenges.

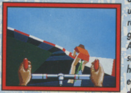
DIVING

Over 40 dives to pick from. Unique control method make for superb handling of diver animations giving unsurpassed realism and gameplay. Authentic scoring shows how you have performed in each part of the dive.

SCREEN SHOTS TAKEN FROM AMIGA VERSION

SHOOTING

4 totally different events offering a wide spectrum of challenges from pistol to double barrel shotguns.

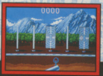


MARATHON

This strategy event linking all the other sports allows the competitor to compete in the ultimate challenge, with 26 weeks being the average training period and diet etc. being so important

- *4 courses* • *Choice of six different runners* • *Changes in terrain, weather, altitude.*

EMPIRE SIMULATION



SWIMMING

Test your skills in the 100m Breaststroke, 200m Freestyle, 400m Butterfly or 4 x 100m Medley.

EMPIRE SOFTWARE, 4 THE STANNETTS, LAINDON NORTH TRADE CENTRE, BASILDON, ESSEX SS15 6DJ. TEL: 0268 541212

Swimming, Cycling, Show Jumping, Diving, Shooting and even the Marathon, all superbly recreated using a combination of stunning 3D vectors and big colourful sprites, to give Realistic Graphics and Enhanced Playability

6 SPORTS COVERING 21 EVENTS

THE WONDERSTUFF

computer-animated movie risks spoiling an entire sequence if just one element moves unnaturally.

After motion comes colour and lighting. Having created a 'skin' for each object, surface attributes such as colour and texture need to be defined and assigned. Sometimes, as with the models themselves, these can be captured from the real world (a gravel pathway, for example) and then digitised. Other textures may have to be defined as complex formulae to permit real-time recalculation during object movement or other transformation.

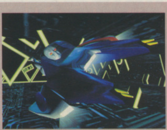
Light source shading is already familiar to home computer users – but most of the images we're accustomed to seeing feature a single source of illumination. However, the varying reflectivity of surfaces in the real world effectively creates multiple light sources even where a single light generator is present. And, of course, each source can vary in direction, colour, and intensity.

So far, all these steps can be accomplished at low resolution. Data for all picture elements is stored in the scene database and at this stage the artist has to step back and let raw computer muscle transform this information into the final image. Rendering, as it is called, is a lengthy operation even on powerful machines and in animation work has to be done separately for each frame. These frames are stored on hard disk and transferred directly onto video tape or film.

Each photograph on these pages comes from an animation sequence featuring hundreds or even thousands of frames. Together with the work done by companies such as Pixar and George Lucas' Industrial Light and Magic, they represent the state-of-the-art in computer animation.

The whale's animation uses a computer model based on real-life movement patterns.

COMING SOON TO AN AMIGA NEAR YOU?

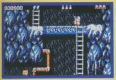


This image comes from one of the most exciting sequences in the film, where the players indulge in a game of CyberBoogie – a very fast moving arcade type game played in virtual reality. Players mount 'sledges' like the one seen here and negotiate a series of obstacle-strewn landscapes at very high speed. The shifting perspective, rapid action, and tight sound makes this a truly shirt-drenching experience!

And, just in case you'd like to have a go, there are strong indications that this sequence in the game is to be produced as a coin-op and possible also as a home computer video game product using Amiga technology. The ultimate game could soon be burning the phosphor on your own system – all details currently under wraps, but stand by for a CU exclusive on the game in the very near future.

Pure Entertainment !

ST - AG - PC



RICK DANGEROUS 2

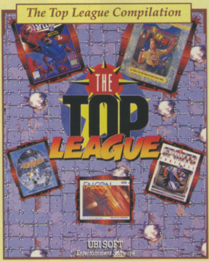
Five huge levels of traps and puzzles, vertical and horizontal scrollings, varied backgrounds, sprites and sophisticated cartoon sequences.

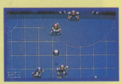
FALCON

From test flights to aerial combats in your F-16, defend your base from enemy tanks and MIGs attacks.

MIDWINTER

A new Ice Age grips the world and along with fellow pioneers you live on the Midwinter Isle, the last habitable oasis on Earth.





SPEEDBALL 2 (Not on PC)

Take control of Brutal Deluxe team, the worst team of all time and turn them into champions.

TV SPORTS FOOTBALL

A real arcade/action game attacking as well as defending. Individual or team statistics available for you to elaborate a strategy.

• Screen shots on other formats may vary
RICK DANGEROUS 2 © CORE DESIGN © MICROSTYLE. FALCON © MIRRORSOFT. MIDWINTER © MICROPROSE. TV SPORTS FOOTBALL © ADDICTIVE GAMES. SPEEDBALL 2 © The Bitmap Brothers © MIRRORSOFT. IBM is a trademark of International Business Machines. ATARI ST is a trademark of Atari Corporation. AMIGA is a trademark of Commodore-Amiga, Inc.

UBI SOFT
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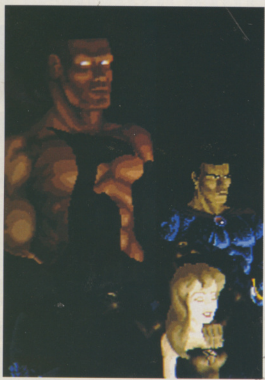
STARTING OUT

But, of course, not everyone can afford to – or even want to – experiment with abstract 24-bit colour shapes. Others prefer to aim for the pocket rather than the sky, perhaps with the thought of becoming a graphic designer for a leading games company in mind. Rik Haynes finds out that, for these people, good, old-fashioned manners, as much as brilliance, counts. . . .

SUNSHINE ON A RAINY DAY These impressive visuals are the handiwork of Toby Gard, a fresh-faced Essex boy straight out of Southend's art college. Fifteen months ago, the Amiga provided his first steps into the world of computer graphics. After finishing an A-Level foundation course in art, he recently won second prize at the prestigious Edinburgh Computer Animation Festival run by Amiga Centre Scotland. Toby spent a little under three months drawing the 2,000 frames of atmospheric animation seen in *Shadows*. Naturally enough, he needed a holiday after all that hard work. He managed to get back from the Soviet Union a few days before Gorby took his infamous summer break! Now he's got all that out of the way, Toby is planning to send off his portfolio to any interested software house. Call (0245 420312) if you want to find out more...

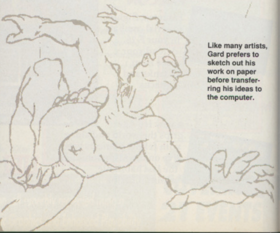
Some puritans would have us believe graphics aren't that important, but most players wouldn't be interested in games if the sprites and backdrops look like they'd been drawn by colour-blind nursery school pupils. That's where graphic designers come into the, erm, picture. They fuel our visual journey to the fantastic lands seen in *Heimdall, Dragon's Lair* and *Shadow of the Beast*. Without the unique talents of these micro Michelangelos and light-sourced Leonardos, entertainment software would be pretty desperate and, by now, probably dead. So, what skills does the average artist need for the job and how much can they expect as a reward for such an indispensable contribution?



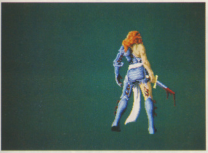
'Talent isn't enough,' insists Martin Kenwright, co-founder of Digital Image Design, one of Britain's brightest software development companies. 'It's all down to conduct. We get so many young chaps coming to us who announce they can produce graphics better than those seen in ninety percent of games. We're normally very busy but we'll always take the time to chat. The first twenty seconds on a phone can usually sell or expose a person. We reject nine cases out of ten. Overall, we're looking for professionalism and, preferably, some sort of training in art.'

As chief graphic designer behind the award-winning *F29 Retaliator*, newly-unveiled *Robocop 3* and *Epic*, Kenwright certainly knows all the pitfalls for people trying to break into the business. 'I learnt the hard way,' he confides, 'Judging by the usual mistakes made, originality and imagination are probably the two main things needed to succeed.'

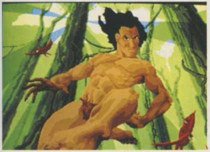
The Bitmap Brothers are one group of games developers constantly complimented for their work, especially the graphics found in titles like the best-selling *Speedball 2, Gods* and *Xenon II*. 'Graphic artists and programmers are



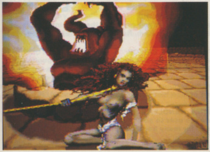
Like many artists, Gard prefers to sketch out his work on paper before transferring his ideas to the computer.



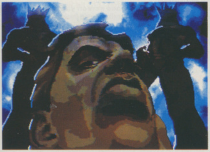
'The girl looks quite out of place when compared to the others,' reasons Gard. 'She was drawn during my 'Disney' phase.



Pride forms one of a projected series based around the seven deadly sins. Unfortunately, Gard lost interest in the project and no more are planned in the near future.

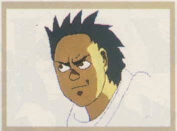


The inspiration for this picture came from an Indian video Gard rented from his local video shop. He used an airbrush-style technique to capture the texture of the woman's skin.

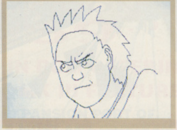


Here's another striking picture from Gard's impressive portfolio. This one took over a week to complete due to the subtle use of colours and his patience to experiment with the Amiga's palette.

equally as important in our company. Ideally, we're after people who are adaptable,' says spokesperson Eric Matthews, 'You must be good at static background screens and animation work. Animation is really the important thing. You've got to have some animation skills or you won't be able to cut it. Just show some versatility. Maybe a series of frames depicting a character walking, jumping, crouching, and so on.'



Here's a couple of facial animations inspired by one of the characters from the cult Japanese animated movie, Akira. 'Akira has influenenced me a lot,' admits Gard. 'Some of the facial expressions they manage to pull of are exceptional and it really is state-of-the-art animation.



FISTFUL OF DYNAMITE

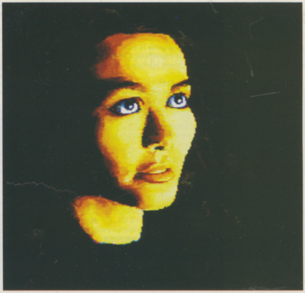
There are a few simple guidelines to follow when creating and presenting your portfolio of sprites, backdrops and animations. Firstly, you must learn how to use *DeluxePaint III* or *IV*. This popular graphics package from Electronic Arts is the defacto standard among artists, designers and programmers in the games sector.

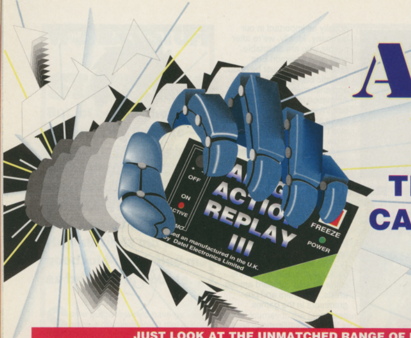
Formal qualifications aren't needed but can help. Just play around and experiment until you think your artwork has reached a similar or superior level to those seen in games currently being produced by the professionals. First impressions are very important. It's best to be original rather than devise improvements on previous work. Before taking the plunge, ask your friends for their honest opinions and perhaps some suggestions on what needs to be altered or totally deleted.

Always send your art on a single floppy disk with files compatible with the latest version of *DeluxePaint*. Never rely on a fancy video to sell your graphical genius. Image quality gets distorted on video and, think about it, how many people have a VCR in their office?

'Videos can be faked dead easy,' confirms Kenwright. 'There will never be any problem with your work being ripped

➤

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NEW **PAL or NTSC MODES SELECTABLE -** Useful for removing ugly borders when using NTSC software. (Works only with newer Agnus chips).

NEW **MANY MORE INSTANT CLI COMMANDS -** like Rename, Relabel, Copy, etc.

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Now you can slow down the action to your own pace. Easily adjustable from full speed to 20% speed. Ideal to help you through the tricky parts!

- **RESTART THE PROGRAM**
Simply press a key and the program will continue where you left off.

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At the press of a key now you can view the Machine Status, including Fast Ram, Chip Ram, RamDisk, Drive Status, etc.

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- **AUTOFIRE MANAGER**
From the Action Replay III preference screen you can now set up autofire from 0 to 100%. Just imagine continuous fire power? Joystick 1 and 2 are set separately for that extra advantage!

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  Now you have a selection of DOS commands available at all times - DIR, FORMAT, COPY, DEVICE, etc.

NEW

FILE REQUESTOR -
if you enter a command without a filename, then a file requestor is displayed.

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  Disk Copy at the press of a button - faster than Dos Copy. No need to load Workbench - available at all times.
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  Either DF0 or DF1 can be selected as the boot drive when working with Amiga Dos disks. Very useful to be able to boot from your external drive.

NEW

PLUS IMPROVED DEBUGGER COMMANDS -
including Mem Watch Points and Trace.

- **DISKCODER**
  With the new "Diskcoder" option you can now 'tag' your disks with a unique code that will prevent the disk from being loaded by anyone else. "Tagged" disks will only reload when you enter the code. Very useful for security.

NEW

SET MAP -
allows you to Load/Save/Edit a Keymap.

- **PREFERENCES**
  Action Replay III now has screen colour preferences with menu setup. Customise your screens to suit your taste. Very simple to use.
- **DISK MONITOR**
  Invaluable disk monitor - displays disk information in easy to understand format. Full modify/save options.

NEW

IMPROVED PRINTER SUPPORT -
including compressed/small character command.

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THE WONDERSTUFF

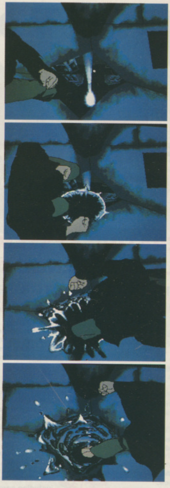
off if you contact a reputable publisher or developer. We've all heard of horror stories in the past but this never happens anymore.'

He adds: 'We like people who can do a portrait of someone in the newspapers, like John Major or Madonna. If you can send a 16-colour graphic of them and it's of photographic quality, we'll go wild! Sprite-based animations should show your aptitude for games work. Not necessarily small sprites, they could be quarter-screen for facial movements or something. We'd also be after a full piece of artwork like a complete rendition of a landscape or city. Not just a fantastic stand-alone object against a black background. That doesn't work, we've got to see how people actually compose their artwork. We can instantly tell how good you are. We had one guy who sent us four disks full of animations of a little green man. It was really good, it obviously showed he knew how the sprites should be laid out but that's a skill anybody can pick up.'

As Matthew previously mentioned, it's essential to include some animations of at least one 'game character' performing standard moves, actions and tricks. Sprites with a size of 32x32 or 16x16 pixels are generally used in such examples. Oh, that idea of sprucing up the graphics from an old C64 release. Forget it. 'We're more interested in people who can produce original art,' agrees Matthews. 'We're keen to see how you contend with limitations, say, in terms of available memory and the amount of colours. However, we can train our people to get round these problems.'

Neil Young, producer at Croydon-based Probe Software, perhaps the busiest conversion house in the entire universe, is rather frank about this ability, or lack of it! 'If you can't animate a sprite, you're no use to us.'

Probe have been busy devising the Amiga adaptions of *Alien 3*, *Smash TV*, *Teenage Mutant Ninja Turtles 2* and *SimEarth*. According to Young, a software manager or producer should phone you within a week or thereabouts if they think your artwork is good enough. If they don't get in touch, call them and find out where you're going wrong. Take any constructive criticism on-board, work on all your weaknesses, then try again.



More than 2000 frames of animation went in to producing *Shadows*, Toby Gard's entry for the prestigious 1991 Edinburgh Computer Animation Festival. The short animation uses a successful blend of dark colours to project an ominous overtone to the proceedings.

FOR A FEW DOLLARS MORE

A successful graphic designer working freelance or full-time can earn anything from £7,500 to £35,000 a year. The sum largely depends on experience, track-record and reputation for sticking to deadlines. Anybody toying with the idea of joining the profession should take note of this final point. If it takes you six months to draw a single frame of sprite animation, nobody is going to hire your services, no matter how good you are.

Most publishers and developers seem to try untested talent on a trial basis.

SPREAD YOURSELF

If you think you've got the talent and courage to handle the challenge of creating graphics for games, here is a brief list of companies worth contacting...

Bitmap Brothers (071 702 3644)
Bullfrog (0483 579399)
Core Design (0332 297797)
Digital Image Design (0928 579975)
Gremlin (0742 753423)
Microprose (0666 504326)
Mindscape (0444 246333)
Ocean (061 832 6633)
Probe (081 680 4142)
Psygnosis (051 709 5755)

'We'll take someone on a trial period, paying them around £100 per week,' reveals Kenwright. 'We train up lads straight out of school, after no time at all they could be earning around £7,000 per year. If you're fresh off a degree course you could be looking at perhaps £9,000. Someone at a higher level than that could get over £15,000 but they'd be in charge of art direction, game design and storyboarding. We always insist that the programmers and artists should get a cut of the profits because they do the bulk of the work. We also have bonus payments for beating deadlines. The way the industry is moving, there's going to be a great demand for artists in the years to come. Shaun Hollywood, for instance, was previously employed by a professional animation company doing television and film work. He's doing stuff that greatly surpasses our best expectations. Digital Image Design now employs more artists than programmers.'

Even if you possess all the relevant skills and get a few lucky breaks, don't expect fame and fortune to follow you overnight. Berni, for example, one of the resident graphic designers at Gremlin – publisher of the successful *Switchblade II*, *Utopia* and *Lotus II* – doesn't feel graphic designers get either the financial or public recognition they deserve. A feeling I'm sure is shared among his fellow artists.

'There's a demon in all of us,' says Gard, as way of explaining this superb illustration.

DRAWING ON TRADITION

With Christmas trees steadily being replaced by Easter eggs, it's obvious that Christmas is a-coming. If money's tight, why not use your Amiga to create your Christmas cards? Peter 'Bah Humbug' Lee deals out some useful graphics hints and tips to show you how it's done.

Here's a Christmas quickie quiz: When you think of Christmas, do you see it:

A – mainly as an excuse for roasting marshmallows over an over-heated Amiga power pack?

B – the chance to eat so much you'll be sick?

C – a time of family harmony marred only by arguments over Scrabble?

If you answered A, then you've found the true meaning of Christmas. As far as I'm concerned, you can keep Disney Time and the Bond movie; stuff the turkey too. Celebrate Amiga-style, and part of the fun is in sending individual Chrissie cards created on your beloved machine. How's it done? Put another choirboy on the fire, draw closer, and I'll explain. . .

BE A CARD

Over the past few months I've been revealing secrets of the graphic artist – techniques used by the pros to give your Amiga art that extra sparkle. Now it's time to pull the threads together, and, in true Blue Peter style, create something out of nothing. The beauty of making your own cards on the Amiga is that you can add your own touches of quirky humour, or modify existing artwork to give it a Christmas theme – it's also extremely cheap!

READY MADE

Don't worry if your drawing skills are a little poor at present – we'll be finding out how to make some simple but effective designs relying mainly on a selection of fonts with little in the way of glitzy artwork. We'll also be taking a look at how you can beef up some of the images you may already have in your collection.

OLD CHESTNUT

In fact, to ease into things, let's begin with a real chestnut: snow on text. The text needs to be of a good size – with characters of at least 3cm high. If you have only the Workbench fonts (WHY? Get some PD fonts immediately!) you can easily increase their tiny size by clipping them out of your art package as a brush and increasing their size. To overcome the problem of jagged edges on the enlarged text, you will have to touch them up manually.

SNOW-GREY

Using *DPaint*'s shape fill brush (top right icon on the tool menu, lower portion of the icon), with a light grey selected from the colour palette (no white just yet), you can easily 'coat' the tops of the letters individually to simulate snow. Use the white now to add highlights to your snowfall with the freehand one-pixel brush.

FLAKEY IDEA

One neat way to add a small no-drawing-skill-needed item to your text screen is to use *DPaint*'s symmetry tool, and, with a freehand brush, draw continuous smallish random strokes, and before you know it, you have a magnified snowflake.

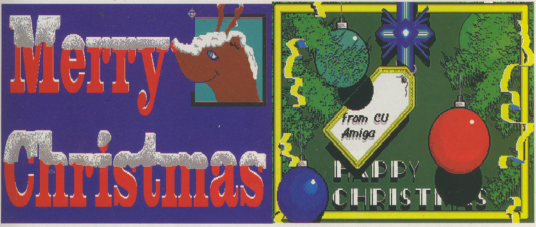
COLOURED BALLS

Where would Christmas be without them? They hang off trees and decorate almost everything. Luckily, they are also dead easy to get right in *DPaint*. By defining a spread of similar colours, from light to dark (red, for example), and, making this your spread range, when you choose the filled circle tool and draw, you create a highlighted sphere. If you are lucky enough to have *DPaint IV*, then the opportunity exists to add more realism by specifying a highlight point.

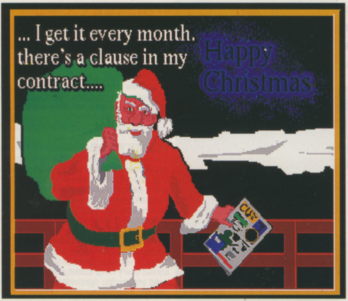
STRING ALONG

Add a piece of twine to the top, and think about hanging it on the tree. The fir itself can be drawn as fussy or as simply as you like. The easy and adequate way is to use a large-sized airbrush, and spray sweeping stokes of three different coloured greens in the shape of a fir tree

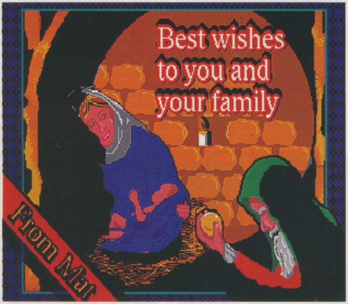
➤



You don't have to be a brilliant artist to come up with striking designs for your very own Christmas cards. If you can only get the most rudimentary results using *D-Paint*, here's how you can use typographical styles to capture the spirit of the times.

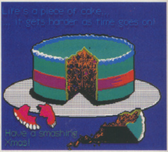

... I get it every month.
there's a clause in my
contract....
Happy
Christmas
CU

Here's a selection of images to show how text can be combined with image to produce an effective Christmas card. Try not to use garish colours or let the text unduly dominate the overall composition of your card.



BIRTH OF A TRADITION

What's the origin of Christmas day? The simple answer is no one's sure – but three factors are said to have determined the precise timing of December 25th, which was fixed around AD 440. Since before recorded history, an important sun festival had been celebrated on or about that date. The baptism of Christ was celebrated in the first week of January, and generally became known as 'the spritual birthday' of Christ. It was then decided to mark his physical birth at the same time. But it wasn't until the 5th century that the format was standardised; but in any event, chances are 365 to 1 against it being the correct date!


Life's a piece of cake...
...it gets harder as time goes on!
Have a smashing
Xmas!

Check out our Clip Art feature elsewhere in this issue for an excellent source of pictures.

branch. Once you have done one, you can clip it as a brush, re-size it and flip it to save drawing any more. Just stamp the brush down to build up the required number of branches. The more subtle way is to again use your greens, but this time use the straight line tool and build up a bristle look for the branch by drawing short, straight strokes before copying your work as a brush, and following the steps above.

CLAUS FOR CONCERN

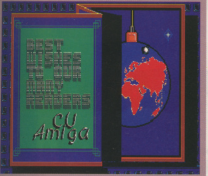
Santa may be a jolly fat tub'o'fun, but he can be a real pain to the artist. So here's a few tips to get you started. Make the face a reasonable size – around 3cm wide at least. Use only two tones for the features – light and dark flesh colours – as it's far easier to suggest a nose by drawing a shadow than to draw the curves and nostrils. Use the same two-colour shade technique for everything else. The beard and fur trimmings should be grey with white highlights and the tunic red with darker red shadows. Two intensities of each main colour is all you need. Think minimal, and use an illustration as a guide as drawing from memory is prone to mishap.

HARD TO FIGURE

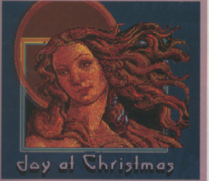
Like Santa, the nativity presents a stiff challenge, but once again the two-colour rule still applies (light and dark versions of the same hue for faces and clothing). However, these can be enhanced by resorting to the 64-colour half-brite mode for creating additional depth in the lamp-lit gloom of that Bethlehem stable.

PRESENT PERFECT

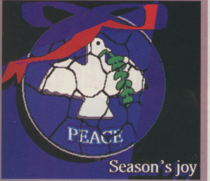
No artist looks a gift horse in the mouth, and the variety of images freely available on the Amiga are at your beck and


BEST WISHES TO OUR MANY READERS
CU Amiga

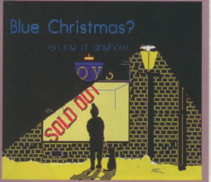
Go global with CU Amiga, definitely the world's best all-round Amiga magazine.



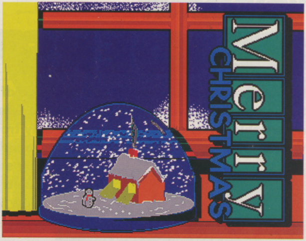
Venus, a pagan goddess, is transformed into an angelic vision with the addition of a halo.



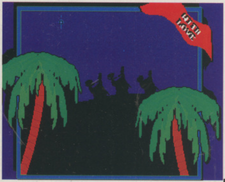
Instead of going for the humorous angle, why not give your cards a bit more bite and settle on a serious issue?


Blue Christmas?
... enjoy it anyhow.
OYS
SOLD OUT

The first Christmas cards ever produced were made in London in 1846. They were printed in outline and hand-coloured.



If you send out your cards on disk, it might be a nice idea to try some limited amounts of animation to add an extra dimension to your yuletide greetings.



The use of silhouettes, such as the Three Kings in the background here, is a useful 'cheat' to avoid more detailed realisation.

call. Use images such as King Tut or Venus for your own amusement; in the case of the Venus head from *DPaint II*, I clipped it out, pasted it into a frame, and, in the twinkling of a halo, turned it into something quite angelic – which is ironic considering she is a pagan goddess. Likewise, if you have any digitised artwork you can give it a Christmas theme with only an ounce of imagination – how about Madonna as Santa, complete with beard and hat ?

SECULAR HIGHLIGHTS

Not everyone is into the religious aspects of Christmas, so a more up-to-date approach can give bite to your message. Tug a few heart-strings if you're that way inclined and promote those causes which you hold most dear. Christmas is not *just* about having a good time!

FINISHING TOUCHES

Making a self-booting slideshow is not difficult provided you have the software to do it. Many display programs are available via the public domain (*Picview* and *ShowWiz* to name just two), and *DPaint IV* comes with its own slideshow utility. Provided you have the right kind of software (*DPaint III* or later, *Deluxe Video*, *Animagic*, etc), you might consider adding animation or music to your disk cards. A simple symmetrically-drawn snowflake rotating in the X axis alongside your text gives a very pleasing result without too many memory-hungry frames.

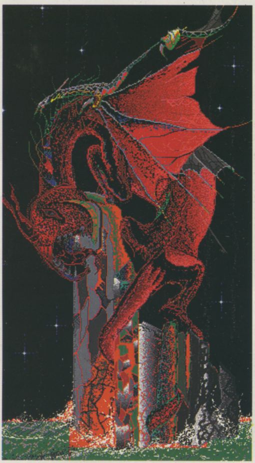
SNOW FLURRY

Or, by using colour-cycling you can animate a single frame so that it appears to be snowing; I did this by drawing one of those snow-storm glass paperweights with the flecks moving about. Or, you might just want to print out your cards. Printers can usually cope with thin card, and although you will probably be printing in grey-scale you can liven up the finished product by choosing a brightly-coloured card. ➤

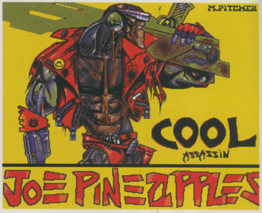
THE WONDERSTUFF

READERS RAVES

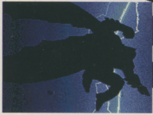
Since we complained about the shortage of pictures for our Screen of the Month competition, we've been deluged with a veritable landslide of entries. The only trouble is, now we've got so much superb art laying around the office, the only solution is to devote some space in the mag to show you how good it all is.



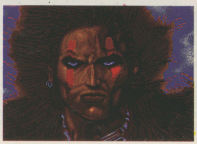
This great dragon picture uses a range of greens to simulate the effects of shadows.



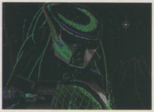
Comic book characters proved to be a popular choice of subject material with many of our readers.

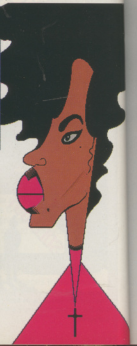


The Dark Night Returns in this stunning Batman picture.



From the pages of the brilliant 2000AD comes this superb illustration of Slaine by Mark Pitcher.





Prince meets the Predator in these two pictures of contrasting styles.

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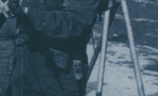
FIRST IMPRESSIONS

Oh Christmas is a-coming and the Goose is getting fat, here comes Steve Merrett wearing his previewing hat...

FIREFORCE



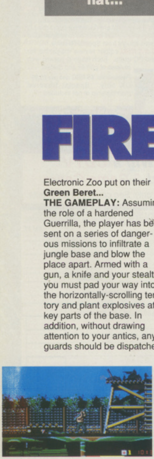
Electronic Zoo put on their **Green Beret...**

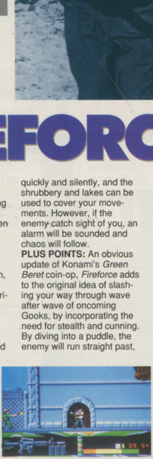
THE GAMEPLAY: Assuming the role of a hardened Guerrilla, the player has been sent on a series of dangerous missions to infiltrate a jungle base and blow the place apart. Armed with a gun, a knife and your stealth, you must pad your way into the horizontally-scrolling territory and plant explosives at key parts of the base. In addition, without drawing attention to your antics, any guards should be dispatched quickly and silently, and the shrubbery and lakes can be used to cover your movements. However, if the enemy catch sight of you, an alarm will be sounded and chaos will follow.

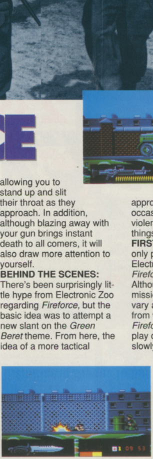
PLUS POINTS: An obvious update of Konami's *Green Beret* coin-op, *Fireforce* adds to the original idea of slashing your way through wave after wave of oncoming Gooks, by incorporating the need for stealth and cunning. By diving into a puddle, the enemy will run straight past, allowing you to stand up and slit their throat as they approach. In addition, although blazing away with your gun brings instant death to all comers, it will also draw more attention to yourself.

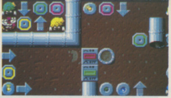
BEHIND THE SCENES: There's been surprisingly little hype from Electronic Zoo regarding *Fireforce*, but the basic idea was to attempt a new slant on the *Green Beret* theme. From here, the idea of a more tactical approach was born, with the occasional bout of gratuitous violence added to help tide things over.

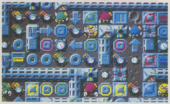
FIRST IMPRESSIONS: The only possible problem Electronic Zoo may have with *Fireforce* is in its repetition. Although there are several missions on offer, they don't vary a great deal. That said, from what we have seen, *Fireforce* certainly seems to play quite well – if a little slowly – and could be a welcome newcomer to the platoons of army games currently gracing the shelves. The game is almsot finished and is currently going through its testing stage and should be in the softshops sometime in January.











THE BRAINIES

Brawn-free as Titus get all Brainie.
THE GAMEPLAY: The Brainies are an odd bunch of critters who exist only to eat and reproduce. What's more, the world as we know it has been overrun by these fluffy little Tribble clones, and before it collapses under their ever-growing weight, they must be steered into a time portal, effectively removing them from the planet. The player is thus given control over a Brainie-moving cursor which can be used to steer them from area to area but, as in such puzzlers as *The Power*, their movement continues until they hit a wall or something equally solid. Another problem is that the Brainies come in four colours, and can only exit a stage via a similarly-coloured portal. Add to this a series of bombs and switch-related traps, and the fun really begins.
PLUS POINTS: Puzzle games are often criticised for their lack of variation between levels, but *Brainies*' many new features and taxing stages should ensure that this doesn't occur. The addition of newer traps and ideas are eased in very gradually so not to confuse the player, and the solutions to the puzzles are simple without being too obvious.
BEHIND THE SCENES: *Brainies* sees the first collaboration between Titus and France's most respected development team, Atreid Concepts. Atreid are the coding wizards responsible for the likes of UBI Soft's *Unreal*, and they have also worked for Loriciels and Infogrames.
FIRST IMPRESSIONS: With the puzzle genre currently brimming over with games claiming to rival *Tetris* in terms of originality, playability and simplicity, it would be easy to pass *Brainies* over as another colourful contender. However, with its massive and – more importantly – interesting task, it could be that Titus are on to a winner.

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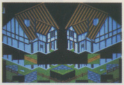
FLAG

Gremlin opt for strategy without the strategy!
THE GAMEPLAY: *Flag* intends to make wargaming a more simple, and easy to play affair. Played against a series of computer-controlled opponents, *Flag* quite simply involves buying up as many men and weapons for your army and capturing your opponent's flag. However, as the game progresses more and more ideas are added. The player is initially armed with a limited amount of gold, with which they can stock up with grunt troops, more experienced soldiers, battering rams, and other such barbaric goodies. From these armies, the player must then assign a suitably large army to attack your enemies without limiting your home guard. In addition, magicians can be recruited to perform a number of highly destructive spells. All the action is played over a smooth-scrolling isometric landscape, with the positioning of armies and item selection effected via an icon panel, and individual soldiers can be singled out from here to perform special spying or assassination missions.
PLUS POINTS: Wilfully steering clear of the many options that *Populous* and *Utopia* use, *Flag* is going to be as simple as possible, yet, hopefully, deep enough to sustain interest. The protection of your flag and the taking of your enemy's is the key to the game, and this seemingly simple task is bolstered with the addition of spies and armaments. In addition, *Flag*'s graphical presentation is well up to the standard of the aforementioned *Populous* and *Utopia*, with dozens of attractive intermission screens adding to the atmosphere.
BEHIND THE SCENES: *Flag* reunites *Lost Patrol* veterans Ian Harling and Simon Cooke. Whilst Simon has beavered away on the game's code, Ian has been busy piecing together the many screens and animations, and linking together the actual game screens with their specially-written map editor.
FIRST IMPRESSIONS: *Flag*'s simplicity is a real bonus as it will attract people over-awed by *Populous*' many icons, and should offer more than most arcade offerings in terms of depth and lasting appeal.



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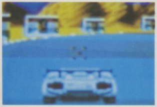
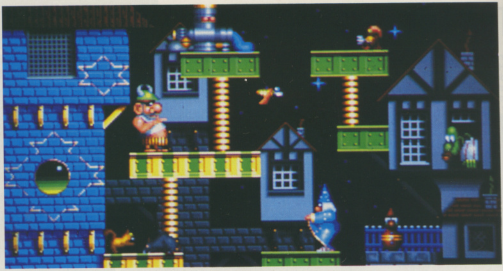
TURBO CHARGE

System 3 get into gear.
THE GAMEPLAY: A satellite has been tapped by an evil dictator who is using it to locate the whereabouts of secret Government arms bases. The despot then sends convoys of henchmen to the bases to steal the armaments within. With the dictator's arms supply growing all the time, two undercover agents have been sent to destroy his convoys and strongholds and eventually take out the leader himself. *Turbo Charge* is another addition to the *Chase HQ*-style car game, with the player donning the Gucci shoes of the two suave agents as they chase the convoys in their plush white motor. Thus, the game takes place over a fast-scrolling road with the action viewed in first-person perspective behind the good guys' car. You begin the game armed with a gun and a limited supply of missiles, and the basic aim of the game is to race through the five zones in an attempt to intercept and destroy the convoy vehicles. Along the way, enemy cars and helicopters will attack, and only so many hits can be taken before you're run out of the game.
PLUS POINTS: The game is made up of ten zones, five of which are a race against time, while the others actually take place within the enemy's war zone. In addition, these zones take place across political powderkegs, such as South Africa, Iraq, and Cambodia with the backdrops changing to reflect the landscape of each area.
BEHIND THE SCENES: The Amiga version is in the hands of Mark Rochoter. As well as incorporating all the features of its 8-bit counterpart, Mark is also adding larger roadside objects than the original, and more dips and curves.
FIRST IMPRESSIONS: *Turbo* definitely has the speed but, at the time of writing, the roadside objects have yet to be added. These will obviously slow the game down slightly, but not noticeably, claim System 3. The potential is there for a *Chase HQ* beater, but the speed and variety will be the major factors in its success.





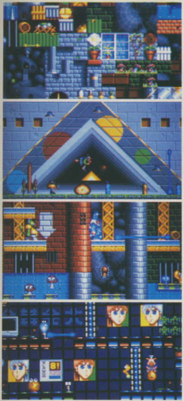
SILLY PUTTY

Prepare to meet the most unusual hero ever to grace your Amiga's screen. Is it a bird? Is it a 'plane? No, it's Silly Putty! Steve 'Stretch Armstrong' Merrett bounced along to System 3 to meet him.

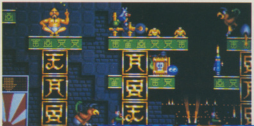
PUTTY GOOD 'It bounces, it snaps, it erases, it can mould itself into any shape – it's Silly Putty!' Those immortal words introduced Britain's six to seven year-olds to the toy that went on to spawn dozens of clones and spin-offs. What's more, in an even stranger coincidence, the young kid dressed up as a magician demonstrating the Putty's amazing skills was none other than System 3's very own Adrian Cale. Thus, some fifteen years after the Putty was introduced, it is somewhat ironic that Master Cale is one of the driving force behind System 3's latest platform-based puzzler. However, the genesis of the weird topic came from the fertile mind of System 3's in-house development manager, Phil Thornton. 'I got the idea whilst holidaying in India,' he opens, 'but I had originally intended to create a game based on a piece of elastic. As the idea progressed, though, elastic was to prove too limiting in its capabilities.' Thus, the Silly Putty and System 3 connection came about as Phil opted for the Putty and interested the Pinner-based company with his idea.

On drafting his many ideas for the Putty's behaviour on paper, Phil's first task was to put together a conceivable demo from which he could team a more able coder to piece together the game's many intricate screens. To this end, Phil started to sketch out how he envisaged the game's look using *Moviesetter* to display the proposed animations and ideas. This was eleven months ago, and Phil has since handed the coding duties over to ex-Cyberdyne Systems programmer, Dan Phillips, who started piecing Phil's idea together on a 286 PC using the PDS development software. 'It really helped getting the animated demos together,' continues Phil, ' as I could go through the ideas with Dan and it also allowed us to have all the necessary graphics ready for implementation in the code. It allowed us to accurately gauge just how much memory each idea would need.'

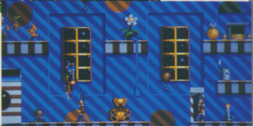
MOONING AROUND Phil's *Putty* scenario is every bit as weird as the game's idea, and stars the stretchy Play-Doh lookalike as he attempts to thwart the dastardly plans of the evil Dazzle Daze. This evil wizard has landed on our hero's world of Putty Moon and sent his army of odd henchmen to gather together the many Putties and take them to his laboratory where... gasp!... they will be turned into bubble gum and shipped to Earth. Having been banished to Earth already by the King, you are their only hope, and the King has set you the task of climbing a specially-constructed tower until you eventually land on Putty Moon for a showdown with Dazzle Daze. Thus, *Silly Putty* is split into seven worlds based on individual themes, such as Toy Town, Egyptian World and, of course, Putty Moon, and Dazzle Daze's henchmen are suitably attired to blend in with the surroundings. These stages are in turn split in to a number of scrolling screens, which the player must guide the globular Putty up. Unfortunately, though, the robots the King has sent to build the tower are being offed by the nasty henchmen, so for Putty to succeed he must not only reach the top of the screen, but save as many of the droids as possible.



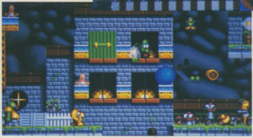
Each stage is made up of several smoothly scrolling stages. To access the next area, Putty must reach the very top.



Each area has a specific theme, including a very familiar toytown and a Blade Runner-esque city.



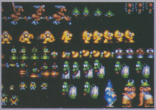
To rescue the all-important droids, Putty can stretch himself across gaps or inflate himself to deflect their fall.



The nasties range from Sumos to chickens, but the evil Space Kid is the worst and kills you instantly.

FLEXIBLE FRIEND Phil's main aim was to make the Putty as flexible as its rubber-based counterpart, whilst ensuring that the game would still be easy to play and control. 'Getting the balance right was a real pain,' he admits. 'We've managed to get the Putty to slop left and right, move a little at a time, and expand, and there are also loads more moves to include which, hopefully, the player will be able to access via the joystick with the minimum of fuss.' Such flexibility is essential within the world of *Silly Putty* and to reach the top of the screen, the Putty can climb up or down between platforms, create a bridge between two areas (which is useful for any robots that have been toppled from their ledges), expand its size until it pops (killing anything in the immediate vicinity), and jump to either side .

IT'S PUTTY TIME... **Graphically, Phil had a set idea as to how he envisaged the game: 'I wanted to get a smooth coin-op feel without resulting to stippling,' he says. 'In past games the graphics have never looked as smooth as they could, and I wanted to make sure that *Putty*'s graphics were smoothly coloured and made the most of the available 32-colour palette.' All the graphics were put together using the ever-reliable *DPaint III*, with all the sprites completed within three months of the game's development. With most of them then ready for animation, Dan could slip them into his source code as and when they were needed.**



'All these movements depend on the Putty's "Pliability Rating", though,' adds Phil. 'Rather than lose a life instantly, the Putty relies on its flexibility and stretching powers. Whenever he comes into contact with one of the many creatures, though, this rating is steadily reduced, restricting his range and eventually killing him.' To even the odds, Phil came up with the weird idea of Putty replenishing any lost pliability by absorbing the aforementioned creatures. 'I wanted everything from the scenario to the game's look to tie together,' he says, 'so if Putty can save the droids from destruction, it was only fair that he could get his own back on the perpetrators of the crime!' What this means is that, by spreading his mass across a platform or ledge, the Putty can absorb any creature daft enough to pass over him. If the creature's organic – one of the game's Sumo-laying Chickens or snot-throwing Ogres, for instance – Putty's pliability is replenished. If, however, the nasty is metal-based, his pliability is reduced slightly but he can take on the swallowed object's form and use its powers against their own kind.

HAVING A BALL 'The nicest thing about the game,' concludes Phil, 'is that I've proved a lot of people wrong. When I had the *Moviesetter* demos, everyone said that it couldn't be done, and, with the exception of an idea I had for splitting the Putty in two, everything I wanted has gone in.' All that remains now is for the all-important play testing, where Phil and Dan enter their screens into a custom-written map editor where they can place the creatures against the relevant backdrops and ensure that they perform as they should without making the game overly difficult. Whilst its nothing new for System 3 to be bullish regarding their hopes for a game, with *Putty* they are hoping to top the sales of their best-selling *Ninja* trilogy. Whether their pliable hero will live up to their expectations remains to be seen, but *Silly Putty* will be slinking on to your Amigas sometime in November. We'll have a full review in next issue's Screen Scene.

SYSTEM 3 PUTTY IT ABOUT A BIT...

Win A CD Walkman, Courtesy of System 3!

With *Silly Putty* mere weeks away from completion, System 3 are out to celebrate its forthcoming release by offering one of you lucky readers the chance to win a CD Walkman. Thus, with the ability to walk around listening to Jive Bunny, Jase and Kylie or Boney M, you'll be as flexible as Putty himself! In addition, even if you don't win the actual Walkman itself, System 3 are also offering twenty runners-up prizes of one of three of their games. So you can take your pick from the final confrontation against evil in *Last Ninja III*, the globular joviality of *Fuzzball*, or even a copy of *Myth* - when it's released that is!

To win one of these prizes is simplicity itself. Shown below are pictures taken from six System 3 games, and next to them are their names. Unfortunately, they've been mixed up so, to stand a chance of winning a prize, you've got to match the name with the correct screen shot. So if you think that picture number one is Flimbo's Quest, then mark your entry form with the letter C next to the relevant number. Once you've done that, pop your entry into an envelope and send it to:

Putty Competition, CU AMIGA Priory Court 30-32 Farringdon Lane London EC1 3AU

Please make sure that your entry is marked with 'Putty Competition' or it will bypass our entry bucket and land straight in the bin. The results will be printed in a couple of issues, and please refrain from calling the CU office until they have been printed. Also, please ensure that your entry is in by the 25th of January, 1992.

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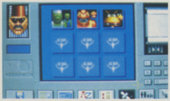

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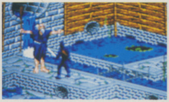

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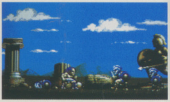

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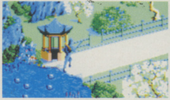

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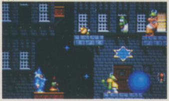
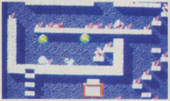


NINJA REMIX



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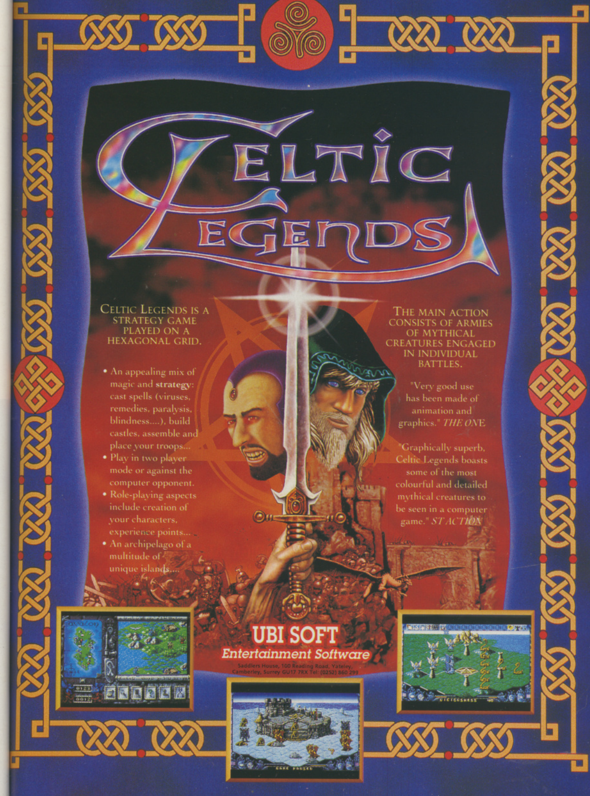

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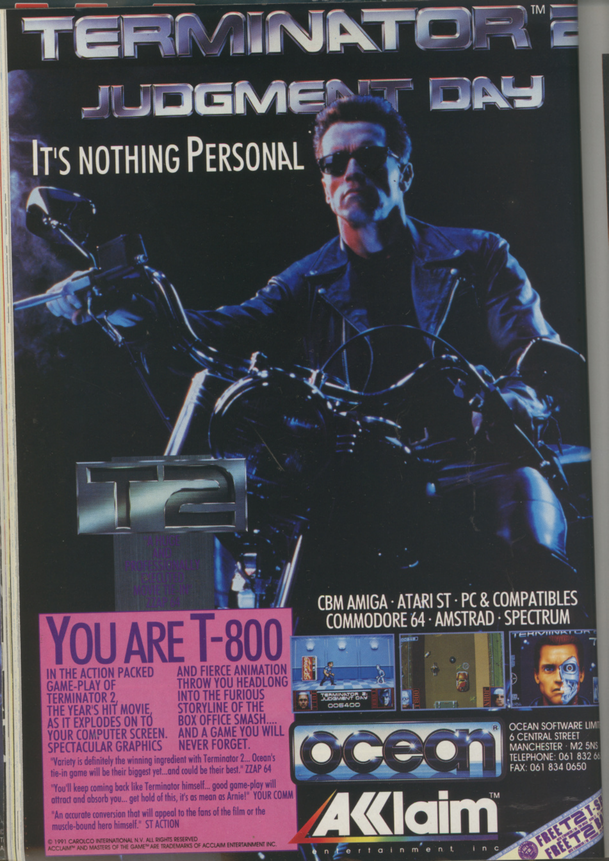

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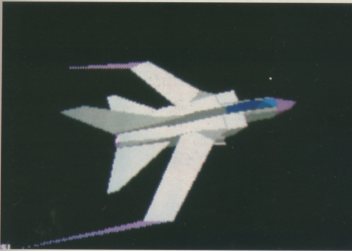
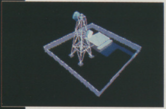
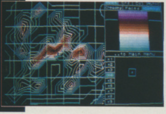






DI have been working on *Tornado* for the last year and the Amiga version will take just as long again to complete.

TORNADO

The Tornado GR1 is loud, large and currently being reduced to a mere 3.5 inches in size. Mark 'Flyboy' Patterson took DI's new sim for a spin.

FLIGHTS OF FANCY Digital Integration are famous for *F16*, their classy flight sim of three years ago. Since then they have released just one game, *ATF 2*. In the meantime, they've been beavering away on a flight sim which they claim is set to revolutionise the genre.

Tornado simulates the GR1, the ground attack version of the RAF's fighter bomber. The only previous Tornado sim on the Amiga came from HI-SOFT, which was technically accurate but lacked action.

The game is played from two distinct views, that of the pilot and navigator. The control panels and their functions are based on those of an actual Tornado, with minor enhancements to fit in all the relevant displays.

LAND OF THE GIANTS Rather than choose a particular country, the programmers have plumbed for designing their own game world, which they're currently filling with missile sights, factories, farms and other targets.

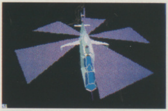
In the pursuit of realism, all objects are in proportion with each other as well as the player's plane. Although names were never mentioned, DI's PR man, Martin Veitch, claimed that one popular flight sim featured telegraph poles that where 500 feet high when measured against the size of the player's aircraft.

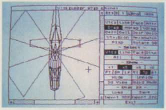
The main part of the game is based around a series of progressively harder missions. There will also be a mission designer to let gung-ho pilots pick and, hopefully, bomb targets of their own choosing. Some of the targets are linked and affect other locations when they're hit. Destroying a radar, for instance, will disable any guided SAMs attached to it. If a power station is destroyed the lights go out in any buildings connected to the electricity grid.

SLIPSTREAMING The game is being developed on PC in 256 colour VGA mode. A slow machine is used to run the game so the programmers are forced to keep within hardware limitations. The Amiga *Tornado* will probably only be in 16 colour mode, which will save memory and keep the game running at speed.

Although the PC version of *Tornado* is due for completion in the next couple of months, it's unlikely that the Amiga version will be released before late next year. Once the logic routines have been completed it's easy to download them to an Amiga, although down grading the resolution and colour graphics will take time.

POLLY'S GONE Unlike most flight sims, the objects are not made up from polygons. A complex design utility, similar to a CAD program, is used. Points called Vertices are plotted which act like hooks from which lines are hung. Once designed in line art, the objects can then be filled in.





The enemy intelligence matches the computer logic against the human-controlled plane.

Nearly all the buildings, vehicles and planes are based on photographs and detailed diagrams. As much detail as possible has been crammed into the game. Hardened aircraft shelters have opening and closing doors as well as complex runway layouts. There are microwave communication stations as well as railways (complete with trains), farms and houses. As you fly closer to an object, the detail increases along with its size.

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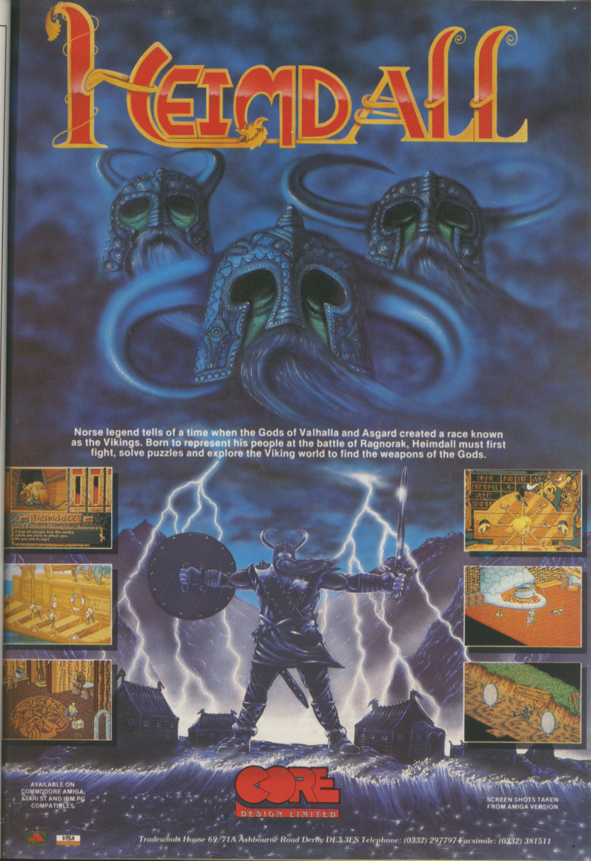

Norse legend tells of a time when the Gods of Valhalla and Asgard created a race known as the Vikings. Born to represent his people at the battle of Ragnorak, Heimdall must first fight, solve puzzles and explore the Viking world to find the weapons of the Gods.

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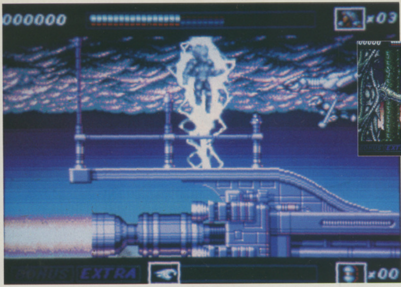
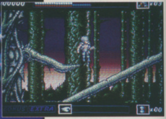




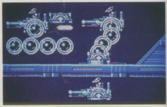
The game begins with the wolfchild beaming down onto the bustling deck of the fast-moving airship. Simon paid particular attention to small details like this. 'Hopefully,' he says, 'these little touches will addto the general feel of the game!'

WOLF

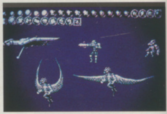
Core go canine in their attempt to combine console playability with the stunning Amiga graphics. Steve 'Essex Wereman' Merrett wolfed down his lunch and saw the Derby-based company's next release.

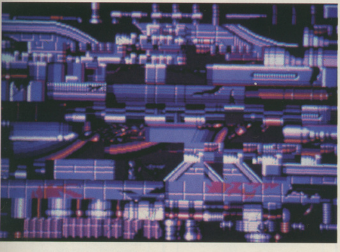
AROOOOOOO! The image of the Werewolf is no longer what it was in the days of cheesy Hammer films where Oliver Reed stayed upright just long enough for a make-up man to plaster his jowls with a few sparse patches of chest wig. Their computer game forays have got consistently better, too, with Lycanthropes appearing as both good guys and baddies in the likes of *Altered Beast* and *Night Hunter*. *Wolfchild*, however, puts the beast through what could be its toughest challenge yet. 'We started by looking at games such as *Strider* and *Switchblade II*,' says Simon Phipps as he recounts *Wolfchild*'s development, 'and we took stock of their pluses and faults before working out a happy medium between the two, plus our basic game idea.' Anyone expecting Core's new addition to the bustling world of platform games to resemble the likes of such cutesies as Simon's past hits, *Rick Dangerous* and *Switchblade*, though, are in for a big, big shock. 'We've deliberately gone for the "hard" look,' he continues, 'and this entails making the sprites and backdrops far more detailed than in past games, and making the action faster and busier.' *Wolfchild*'s scenario revolves around the rescue attempts of the hero as he searches for his kidnapped father through a succession of platform and alien-filled levels. However, his only advantage is his weird transformation powers which turn him into the wolf-like beast whenever his energy reaches a certain level.

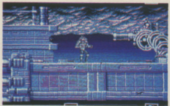
SHEEP'S CLOTHING? Despite the unoriginal scenario, Simon and his coding partner, John Kirkland, have tried to keep the game as novel as possible. 'It's not easy creating a different style of game within the platform limitations,' Simon admits, 'and although it does look very similar to *Strider*, we'd like to think that there's more to it than that.' Comparisons between Core's newie and the Capcom coin-op are apparent from the beginning and, although the werewolf can't compete with Hru's somersaulting skills, every other aspect is more than well-catered for. The actual gameplay takes place over five multi-directionally-scrolling stages, with our hero using the many ledges and platforms to make his way across the sprawling area. Starting aboard a huge airship, each of the five sections is



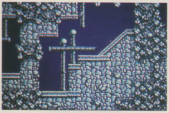
Simon's decision to opt for the 'hard' look is apparent with the sprites.







Left and above: The levels are made up of small blocks which are pieced together. The parallax sky and sprites are then overlaid.

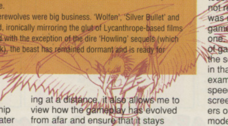


An early section of the third Aztec section.

FCHILD

It's The Wooluf! After appearing in such atrocities as 'I Was A Teenage Werewolf' and numerous other turgid tales of man-turns-into-beast, Hollywood eventually forgot the Lycanthrope. However, John Landis who was famed for his off-the-wall approach to the horror genre, grabbed the beast by the tail and dragged it kicking into the 80s in 'An American Werewolf In London'. The tale of two Americans who are attacked by a Werewolf whilst hiking, the story revolves around the surviving student's rapid transformation into the hairy beast. His dead mate keeps coming back from the grave to warn him that, unless he kills himself, he'll keep transforming and killing. Coincidentally, Joe Dante saw life in the old dog, too, and promptly released 'The Howling', a dark and moody film with genre veteran Vincent Price making an appearance.

After this, the floodgates opened and werewolves were big business. 'Wolfen', 'Silver Bullet' and countless other low-budget affairs appeared, ironically mirroring the glut of Lycanthrope-based films in the 50s and 60s. Once again, though, and with the exception of the dire 'Howling' sequels (which are released at the rate of almost one a week), the beast has remained dormant and is ready for another comeback.



based around a particular graphical theme. Thus, the guards on the airship are bird-like bio-mechanoids whilst later levels require the negotiation of a forest and the kidnapper's dwelling. 'And don't forget the mudmines!' adds Simon's programming partner John Kirkland, recalling their difficulties in keeping away from anything vaguely *Rick D*-ish.

Whilst John is handling the main bulk of the coding duties, Simon is doing the graphics. 'I'm trying to limit myself to the role of graphics man and advisor,' he says. 'Every now and then, though, I can't help but drop in a few lines of code, but nothing too much, John can handle it well enough. Actually, by keeping at a distance, it also allows me to view how the gameplay has evolved from afar and ensure that it stays playable.' Simon's main aim when he came up with the idea last June was to make the game as addictive as possible. 'I want to bridge the gap between console addictivity and the Amiga's presentation, and there are several ideas in there that I think do this.' One of the ideas and effects that Simon is happiest with is the actual transformation of the hero into Lycanthrope. 'That's a perfect example,' he enthuses, 'but there are loads of other small touches as well. For instance, on the first stage little flags blow in the wind, whilst the trees in the forest level will never repeat themselves due to a few tricks on our part with the parallax and backdrops. The main problem is that I want people to concentrate on playing the game, and then they can notice the little touches.'

THE PRICE IS SPRITE So do all these touches slow the game down at all? 'No, not really.' He continues, 'A decision was made from the start to have the game running in two frames rather than one. The reason for this is that I'm bored of games that only feature one sprite on the screen at once - where's the action in that? *Switchblade II* is a perfect example, so by opting for the slower speed, we can then get loads more on screen at once and keep the many layers of parallax and the thirty-two colour mode.'

The last three levels are now virtually complete, with Simon and John piecing them together with the map editor and plotting the enemy's attack routes and intelligence routines. From here, the game will go into exhaustive play-testing where any niggles will be ironed out. 'I just want people to play it and enjoy it,' Simon admits. 'It's my attempt at recreating the excitement that games such as *Boulderdash* used to contain.' Whether or not *Wolfchild* will be a howling success will be apparent on its imminent release in early December.

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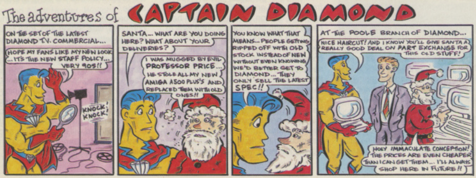
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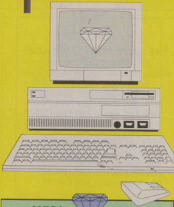

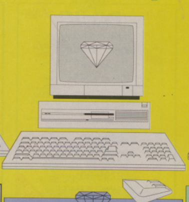

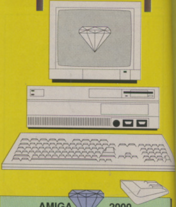

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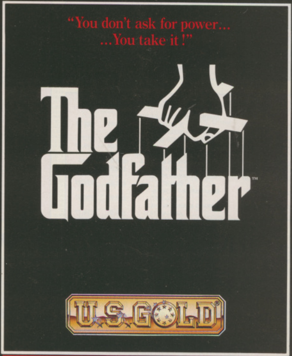

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SCREEN SCENE

Welcome to Screen Scene. Our reviews aretimed to coincide with the release dates of the games themselves, so you won't find any out of date reviews her, only up to the minute information.

SOUND Four channel sampled stereo rock or a Stock, Aitken and Waterman drum track? The higher the rating the higher you run the volume.

GRAPHICS Not just overall prettiness, but animation, style, design and the way the visuals fit in. So it doesn't have to be the prettiest game in the world to score high here.

PLAYABILITY This rating lets you into how easy it is to get into a game, and once you start playing whether it's addictive or uninteresting dross.

LASTABILITY Speaks for itself. The higher the rating the longer you'll be loading it up. Ties in closely with the playability rating.

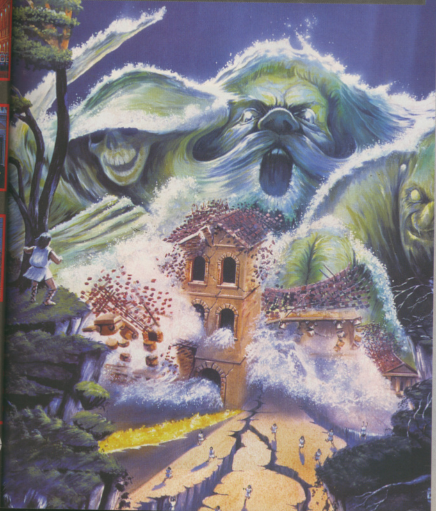
OVERALL The most important of the lot. And here's CU's rough guide to ratings:-

0- 29%	Man, this stinks.
30-39%	Phew, avoid.
40-49%	Below par.
50-59%	Worth checking out if you're a fan of the game style.
60-69%	Above average, but with room for improvement.
70-84%	Good but flawed.
85-92%	ScreenStar, recommended.
93%+	Super Star, our highest accolade. Do not miss.

AMIGA SPEC Watch out for this addition to our reviews. The Amiga is the finest home computer that money can buy, and if we really feel that a game is pushing the boundaries of the machine we'll tell you how and why. Each and every Amiga soec will be tailored to the review. Some of the ratings are objective – eg number of onscreen colours, levels etc; others, such as an assessment of the scrolling speed, are based upon the considered opinions of the CU Amiga team. All such subjective ratings are marked out of ten.

AMIGA SPEC

MEMORY REQUIRED	440K
SCROLL SPEED	6
COLLISION DETECTION	4
COLOURS ON SCREEN	32
LEVELS	48



SUPER STAR

Ninety-three percent and a game's worth a superstar. We hardly throw these around — but if a game displays totally superior qualities, it just might be in with a chance.

SCREENSTAR

The CU Screen Star is for games scoring 85%-92%. If a Screen Star is awarded then you can be sure that the product will have reached a high standard in gameplay, sound and graphics, and that it will have long lasting appeal.

EFFICIENCY 40%
TERMINATIONS 24

ROBOCOP 3, *page 83*

FIRST SAMURAI, *page 115*

EPIC, *page 92*

BIRDS OF PREY, *page 121*

Following the immense success of *Populous*, plenty of cheeky developers have produced games heavily influenced by this award-winning release. Imitation may be the sincerest form of flattery but it doesn't pay the elec-tricity bills, so, for the past eighteen months, Peter Molyneux and the rest of Bullfrog's programmers and graphic designers have been busy working on a sequel. Can die-hard megalomaniacs dare to ignore *Populous II*?

Let's make things clear right away. You don't have to be a fan of the original game to enjoy this bigger, brighter, and better omnipotent outing. The basic core of the game remains exactly the same. As a divine being, you have a group of followers from whom you derive power in your quest for ultimate greatness.

As Vic Reeves, Britain's top light entertainer and roundabout *Populous* fan, recently revealed in an interview, you basically just raise and lower land so your people can spread out, build cute little houses and generally prosper. Gods can also have some fun, though. If your followers have produced enough power, known as manna, you can invoke the odd catastrophe, such as an earthquake or volcano. The latter disaster is the nearest *Populous* comes to a smart bomb. What's the downside? Your godly opponent is doing exactly the same thing. The winner is the one who totally wipes out the opposition first.

Dedicated *Populous* players are probably shouting: 'What's the difference, then?'. Well, for a start, there's a new storyline. You are the mortal offspring of Zeus, out to prove you can handle absolute power. Every level of the original was essentially the same – but you now face an epic struggle against over fifty Greek gods, titans and mythological creatures. With this kind of tough challenge, it's a good job Molyneux and his gang have carefully invented a hefty Pandora's

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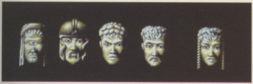


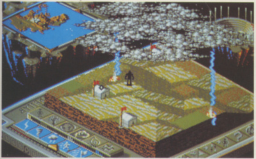
Box of horrible calamities to inflict on those poor unsuspecting mortals. Not only that, the actual playfield itself has undergone a complete facelift.

GOD HAVE MERCY

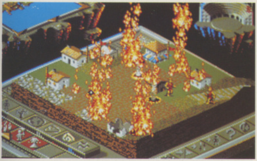
At the start of play, you can customise the face of your god. Want to look like a beautiful woman or shifty scholar? No problem. This isn't just graphical nicety, the game alters depending on your portrait. If you design a mean-looking geezer, for instance, you're going to encounter more aggressive opponents. It doesn't mean that it's any easier or harder, it's simply different.

Each of the thirty-something gods have their own strengths and play characteristics. Ares, God of War, isn't very intelligent but has great power and strength. You'll have to be cunning with him instead of brutish. You don't have to be Einstein to guess Poseidon, Lord of the Seas, is going to cast some watery effects. Demeter, Goddess of Fertility, can obviously call upon a fast-growing number of followers, so make sure that you wipe them out. Luckily, there's a briefing before you confront every new opponent.

Not all of the gods are invincible colossi. Things start out with the likes of a God of Shepherds and Epimetheus, the weedy titan in charge of Afterthought. Prometheus, brother of Epimetheus, stole fire from the sun to give to mankind for which Zeus had him chained to a rock while an eagle ripped out his regenerating liver every day. I don't believe he's going to be that interested in your empire building, right?



This poor little person is cursing the god who decided to summon an almighty storm from the depths of Hades to ravage the landscape.



Things can go wrong in an instant. Igniting a column of fire is one of the simplest divine effects available to you. It moves menacingly across the landscape turning everything in its path to black ash.

GIVE ME STRENGTH

Your godly skills will be stretched every time you play the game. As there are 1000 worlds to journey through, be prepared for a few surprises along the way. The best players are the ones who use common sense and take a few risks.

The worlds of *Populous* are alive with oceans, coastlines, fertile and barren lands, swamps, hills, mountains, trees, buildings, people, and the sound of music. Well, actually, it's the sound of a heartbeat which starts off slowly and calmly, but becomes erratic during the heat of the battle.

Settlements range from primitive huts and workshops to intricate villas, fortresses and temples. You're able to make entire towns complete with city walls, gate-houses and roads – but this takes plenty of manna. The flag on each building denotes how many people are inside and whose side they're on.

Of course, the more followers you have and the greater their achievements, the more power you wield. Your people mainly look for unsettled flat land. Once there, they will build the largest settlement possible. Like real life, people grow tired from exhaustion and lack of vital supplies. Terrain makes a difference. Grassy fertile lowlands are the easiest to populate but far more susceptible to tidal waves.

A deity can only influence the behaviour of its people and perform occasional divine intervention. The Papal Magnet acts as a beacon for your followers and can be placed anywhere on the Map. However, a leader is needed to relocate it. You can command your people to look for enemies to attack. If none are in the vicinity, they

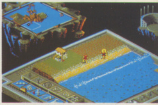
➢

CU AMIGA
SUPER STAR

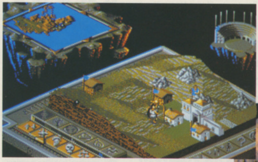
YE GODS! To keep players on their toes, Bullfrog has included fifty 'surprises' including monsters who randomly appear out of the ground grabbing people; there's the fearsome Kraken sea beast, Midas, who turns everything into gold, and a giant Bronzeman first seen in the movie Jason and the Argonauts. Other neat effects include people doing moonies or walking around with their heads blown off. It will literally take hundreds of hours to see every single one, and, even then, you still won't know if there is one more surprise in there somewhere…

Populous II is packed with options and can be customised to create a more difficult challenge. It's quite easy to smash your mouse against the wall when your opponent gets the upper hand. This is also one of the best two-player games around.

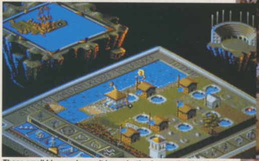
The presentation is faultless. The graphics have enjoyed a quantum leap in terms of quality. No mean feat, when you consider the excellence of the original game. In addition to the constant heartbeat, there are almost ninety sampled sound effects created, claim Bullfog, by a 'mad Frenchmen who is married to an opera singer'. A low rumbling and a cracking of the ground denotes an earthquake. The actual volume depends on the power of the god and the total effect. You'll also hear all sorts of screeches and swordfights as people are beaten up and killed.



A titanic tidal wave is set to cause havoc and wipe out an early settlement.



Perseus, one of the tough-guys, struts his stuff looking to tackle the enemy. He'll soon make short work of this poorly-defended village.



Those small blue pools aren't jacuzzis, they're mystical baptismal fonts which cause the loyalty of the bather to change from one side to the other. A great effect to confuse the opposing god.

OH, MY GOD! **According to Greek legend, Titans were originally more powerful than the Gods. However, the underdogs became stronger by being worshipped by mankind and were eventually able to overthrow the Titans during a battle on Mount Othrys.**

POPULOUS II

will go back to their favourite hobby, home improvement. Added to this, mortals have a higher degree of freewill than before. There are old men, young buxom blondes, soldiers, etc.

During play, your attention is split between an overall Map of the world in the top-right section of the screen and a Close-up isometric-3D representation of the events. All the game command icons are situated around the side of this Close-up, which takes centre stage. This is the area of the world where you directly influence the populace using icons for adding or removing layers of terrain, invoking a catastrophe of godly proportions, and so on. With the default mode, a pointer is placed anywhere on the Close-up to raise and lower land, although in some worlds you should already have a house on the screen. A right click of the mouse while the pointer is on one of your settlements instructs some of the people inside to move house. The more manna you gather, the more commands you can execute. Keep an eye on the red manna bar to check the current status.

If you're having difficulties, you might try letting the computer give you a few handy hints and prompts. A coliseum under construction in the upper right-hand portion of the screen is the final ingredient. This indicates the size of the two tribes as they grow, and it also displays other useful information.

IN TWO MINDS...

There are two versions of *Populous II* available. The first requires one megabyte of memory. The other runs on a standard 512k machine but has fewer frames of animation and sound effects. Apart from that, they play the same. Look out for a sticker on the packaging to buy the right one.

GOD GRIEF

Experience gained can be attributed to six elements: People, Vegetation, Earth, Air, Fire and Water. You therefore decide what sort of powers you can excel at. Effects become more and more powerful as the game progresses. Casting a volcano will produce a wimpy effort at first with just two lava flows. Later on, if you put all your experience into Earth, it will create a monstrous structure that takes up a quarter of the world.

So far, so good. What about these new effects? One of my favourites is Plague. This causes your opponent's houses or people to become riddled with an infectious and fatal disease. These people will no longer give manna to their god and spread the plague to anyone they touch. They're identified by a screeching black bird circling high above. Another neat trick is to place down some fungus. The way it spreads is determined by the pattern in which it was sown.

Most of these effects can backfire. Your people are just as susceptible to plague as the opposition. Creating forests is great for the envi-

GOD BLESS YOU A few hints for gods just starting out...

- **Make as much land for your people as possible.**
- **Trees are a bonus but are defenseless against fire. Why not build a forest in the enemy camp, then strike a match?**
- **More manna is needed to build settlements in the hills, but lowland can't handle swamps and floods.**
- **It's only people in houses who generate manna.**
- **Dealing with heroes is a problem. If a hero beats up a castle, you're going to lose a lot of manna. It might be wise to sacrifice a few of your people and reduce the class of buildings in a hero's path so they don't get too much manna.**
- **Castle walls are a very good defence against heroes. You can delay them or stop them completely.**
- **Try clicking on the hieroglyphics surrounding the Close-up to invoke a few cheats!**

Titans
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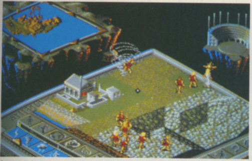
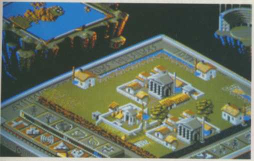
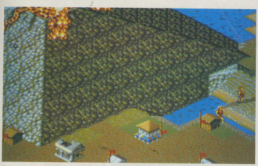


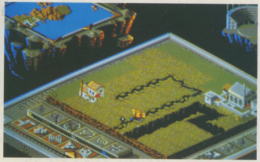
A vortex of wind can carry people away. Whirlwinds also cause whirlpools when they travel over the sea. Can you see Helen of Sparta turning some of the people, both male and female, into lovelorn lemmings?



Ah, what a green and pleasant land. You can even import *Sim City* designs into *Populous II* and play on them. Bullfrog's co-founder, Pete Molyneux, hopes this will start a new trend.



Once you've mastered the commands, there's a facility to switch on a full-screen view and swap the icon controls for keyboard short-cuts. What a lovely volcano you have there!



An earthquake victim frantically waves and cries for help as the surrounding land is swallowed up.

ronment but these can quickly be turned into infernos.

The Knight in the original *Populous* has been replaced with six Heroes, one for each element. A Hero allows you to turn the leader into a more effective killing machine for a limited amount of time. Heroes like Hercules are masters at breaking bones, chewing gristle and all sorts of other horrible things. Perseus, the people's hero, is very similar to the original knight except he is far more intelligent. Bellerophon is a half-man, half-tree beastie. Whenever he wins a battle, Bellerophon splits into two and causes double the trouble. Earth-champion, Hercules, is super-strong and capable of taking on many an adversary, while air-head Odysseus is the swiftest of all the heroes. Achilles, the arsonist, is surrounded by a mantle of flames and will burn anything he comes into contact with. The strangest of the heroes is Helen of Sparta. She is very beautiful and anyone who sees her will follow Helen wherever she goes, even to their watery doom.

GRACE OF GOD

Armageddon is the most devastating effect and requires a tremendous amount of manna. Make sure your population heavily outnumbers your opponents because once Armageddon has been called into play, you cannot alter the flow of events.

The best parts of the original game have been retained, while the gameplay has been further enhanced by some stunning special effects and more in-depth challenges. The result is, in a single word, incredible. *Populous 2* unreservedly receives my vote for game of the nineties. But don't just take my word for it. . .

Rik Haynes

TOP OF THE GODS

1 Zeus
Lord of the Upper World. Randy father of the Olympian Gods. Seduces people, both mortal and divine.

2 Hades
Lord of the Underworld. Brother of Zeus. Herds the unwilling with a pitchfork.

3 Poseidon
Lords of the Seas, Rivers and Springs. Brother of Zeus.

4 Hera
Queen of Heaven. Very jealous consort and sister of Zeus.

5 Gaea
Earth Mother.

6) Ares
God of War.

7 Apollo
God of the Sun. Son of Zeus.

8 Athena
Goddess of War and Wisdom. Daughter of Zeus.

9 Aphrodite.
Goddess of Beauty.

10 Hermes
Messenger of the Gods.

An honorary mention goes to Dionysus, God of Vine and Ecstasy, who specialises in wild orgies.

BULLFROG/EA £24.99

> Probably the best video game in the world. . .

GRAPHICS	94%
SOUND	90%
LASTABILITY	98%
PLAYABILITY	95%

OVERALL 97%

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The Ace	- Brilliant. Buy-Buy-Buy.
The One	- Ultimate Soccer simulation

PLAYER MANAGER

ST Action	- A stroke of pure genius.
The One	- Exceptional. Most involved, rewarding and playable.
Amiga Format	- Enthralling and Addictive.
ST Format	- Brilliant.

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FINAL WHISTLE Data Disk for Kick Off 2

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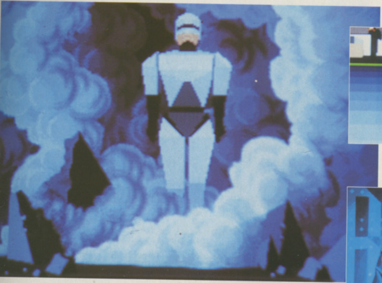
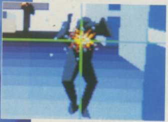
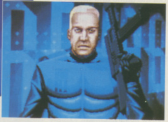


Stepping out from the thermo-nuclear blast, Robocop is completely intact right down to his flame-resistent codpiece. However, it's not over for our titanic hero as he's yet to face the nimble ninja.

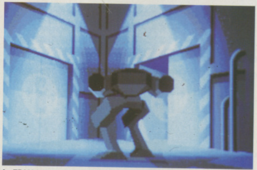


Above: McDagart the leader of the Rehab group displays his own special brand of reasoning.



ROBOCOP 3

With the stench of victory still pungent in his sensors, that towering metallic monolith, Robocop, is back in an arcade movie-adventure that's so fresh you could vacuum pack it and stock it in Tesco. *RoboCop 3*, the game, is unique in the fact that it will hit these shores whilst the actual film is still in Detroit buying its plane ticket. And that's OK by programming team D.I.D., as in their opinion the game far outstrips any action the film has to offer.



An ED209 lurks in the shadows after breaking into the police armoury.

TWO-IN-ONE

Split into two sections *Robocop 3* boasts two distinctive playing styles. The first is the full Movie Adventure incorporating virtually the whole story-line from the third film. The second is the Arcade Game which allows you to access all the elements of the full version, but through different scenarios.

OCP, the security and construction giants, are desperate to get work underway on their new project, Delta City. They have hired a ruthless group of mercenaries, the Rehabs, lead by the psychotic McDagart, to drive the people out and make way for the corporate bulldozers. Reluctant to leave their homes, the inhabitants form a resistance group to fight off the marauders and protect their homes. When news breaks that the Resistance have reprogrammed an ED209 and used it to break into the police armoury, Robocop is dispatched to the scene to apprehend the escaping perps.

The preliminary section is a screaming car chase through the detailed 3D environment of Old Detroit pursuing the criminals in your standard issue Turbo Cruiser. Their speeding van is targeted on a road map on the dashboard of your car. Avoiding oncoming vehicles, Robo must cut the van off and ram it until it crashes. Things aren't that easy, though, as the van has a good head start and you have to make use of every straight stretch of road so you can slam into turbo to catch up. Any close contact with the van, and a rather miffed resistance fighter swings out from the side to pepper your windshield with bullets. Get too close at the back and the doors fly open and riddle Robocop with more of the same.

The gameplay can be viewed from up to 10 camera angles, using the F keys, some of which are quite spectacular as they pan around the action in a circular fashion. Unfortunately, it is virtually impossible to play in any of these modes as the difficulty in judgement involved makes it far too hard to complete. However, it doesn't detract from the beauty of the scrolling and makes it a worthy addition. Some of the camera modes kick into action automatically when something special hap-

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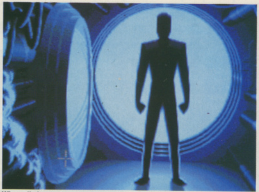
ROBOCOP 3



When all about you are losing their bottle, who ya gonna call? Atomo! Lightning fast and twice as deadly – face off with a real Ninja.

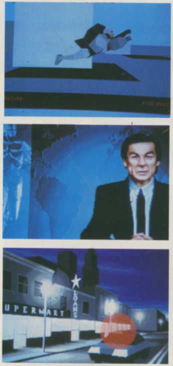
pens so panicky button pushing is slightly reduced.

During the chase section, the game throws up one of its most interesting features. A message comes through to you that your partner Lewis has been trapped in an alleyway by a gang of bloodthirsty Splatterpunks. This means that you have to chose between saving her life or pursuing the rebels. This theme crops up throughout the game and whatever course of action you take at these junctions will effect the running of the adventure.

Robocop is also bound by his programmed directives: (1) To serve the public trust and (2) Protect the innocent. Often he will be faced by conflicting missions. In one instance, he is in a church and the resistance have taken flight down the sewers whilst the Rehabs have surrounded the building. When he arrives the church is actually full of women and children. Does he protect the innocent and shoot it out with the rehabs? Or does he blast the crowd and pursue the rebels?

From a technical point of view, one of the most accomplished sections of the game is a 3D beat 'em up involving Robocop and a Japanese droid called Atomo. Again, a number of different viewpoints can be taken and the polygonic battle is certainly worth a good bash at even if Robo is a little slow to react in this state.

For me, however accomplished the nice effects are, the corridor section, with Robo tracking the rebels, was one of the most interesting. Depending on which directive you are following, Robo searches the maze of rooms and halls, dispatching all the aggressors that try to hinder him. The villains are animated shadowy figures armed to the teeth with firearms and grenades. Slightly reminiscent of *Operation Wolf*, you must pick off the creeps with an extremely accurate cross-hair and watch as their splattered remains fall to the floor. The splatter that your shots cause is highly entertaining and the silhouetted computer targeting is very effective. Additionally, some villains throw incendiaries at you which must be shot whilst others use hostages as shields so that you never know who is around the corner. The accidental killing of an innocent seriously reduces your efficiency percentage which, if below 30%, causes malfunction and eventual shut down.



Top: Robocop opts for the sporty stream-lined look with attachable giropack. Middle: A newscaster tells of Robocop's impending demise at the hands of the rebels.

Also at Robocop's command is a Gyropack. This is certainly one of the most enjoyable missions in the game as our alloy hero dons the pack and jets off into a war zone complete with ED209s, tanks and heavy artillery. All the action takes place around an industrial complex protected from the air by helicopters. This is the only place in the game where Robo has any choice in weapons and his trusty gun can be traded in for a large bore cannon and smart bombs. Believe me, he needs them as flying over all the hardware on the ground attracts all manner of attention. Huge 3D helicopters buzz and fire at you whilst ground attack forces launch wave after wave of flak into the sky. It's a good idea to clear the skies first before diving into the building complex and destroying the support vehicles. Ducking in and out of the skyscrapers, twisting through the factories, dodging bullets and opening up on the huge walkers makes this the highlight of the game and the third dimension is thoroughly exploited.

All aspects of the game are repeated in the Arcade section, but involve different tasks such as the Street Fight where the city is plagued by punks and Robocop has to apply his special brand of justice. There's also a hand-to-hand combat stage where you can practise the arts against a robotic ninja and a driving sequence where car theft has reached epidemic proportions.

Robocop 3 is a polished peace of programming that tries its best to be varied and original. However I still question its lastability. There is no denying what's there is pretty good, but, as far as I can fathom, there are only four game styles and with the exception of the Giropack section these are quite limited. The game comes on three disks and D.I.D. tell us that there's an extra special surprise upon completion. It's great to see something that steers away from the normal Ocean licence, and *Robocop 3* deserves a look.

Steve Keen

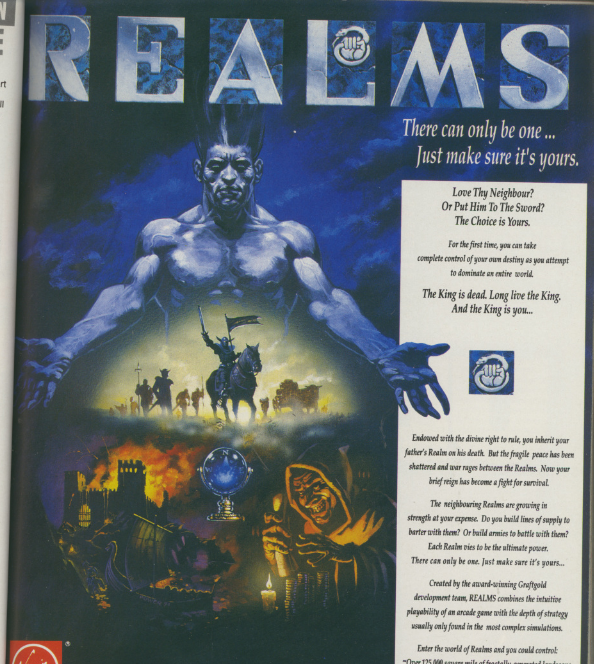
HAVE A BREAK. . .

Media Breaks are positioned throughout the game and provide the introduction to the Movie section. Information about the days top stories and Robocop's progress are presented in a mixture of text, with two American newscasters as backdrops, and splendid 3D animations providing an atmospheric link into the actual game zones.

OCEAN £25.99

A good example of what a film license can be. . .

GRAPHICS	93%
SOUND	84%
LASTABILITY	79%
PLAYABILITY	86%
OVERALL	**84%**



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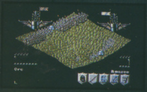

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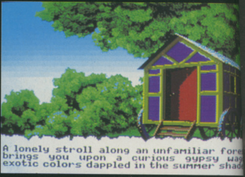
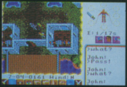
With sales of over one million and a bundle of prestigious accolades from around the world, the *Ultima* series of fantasy role-playing adventures from Origin are regarded as the best examples of the genre. Sadly, the Amiga adaptions of the first five games were desperate efforts. Origin therefore wanted to make sure the person handling the conversion of *Ultima VI* over from MS-DOS possessed the right credentials for such a seemingly impossible task. Enter programmer John Jones-Steele, who was previously responsible for the Amiga versions of *'Nam*, EA's *Hard Nova* and *Subbuteo*. He phoned Mindscape six months ago and coolly asked for the job.

By now, you're probably asking what makes *Ultima VI* so special. Everything! There simply isn't any other game out there with the depth of the *Ultima* saga. It's been estimated that, even if you know exactly what do to, it would take something like 200 hours to complete the latest game. Not that there's only one way to finish it, either. The first three *Ultima*s were simply filled with loads of bad things to beat up, whereas the rest are a trilogy of stories exploring the demands of virtue. Nevertheless, the core of *Ultima* is basically a struggle between the forces of good and evil.

Play begins with a fancy animated introductory sequence which transports you through time and space to the bizarre and frequently dangerous kingdom of



A lonely stroll along an unfamiliar fore
brings you upon a curious gypsy wag
exotic colors dappled in the summer shad



```
E:1/17s
>what?
John:
>Pass!
John:
>what?
John:
7-04-0161 Wind:N
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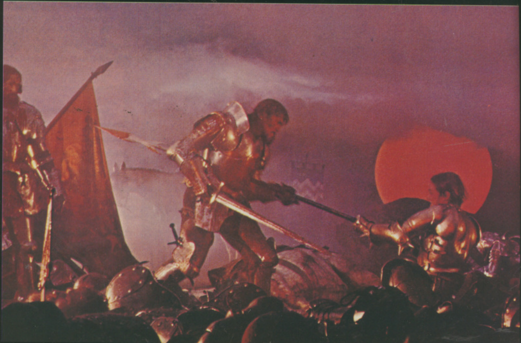
Origin's *Ultima* saga is loved by thousands of players around the world. Will you stand the character test that lurks inside the caravan (*above*) or the challenges ahead in the fantasy lands of Britannia?

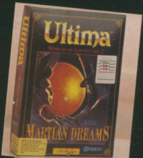
ULTIMA



forest
wagon
shade.

CU AMIGA SUPER STAR

WORLDS OF ULTIMA Like Opera, you either love or hate *Ultima*. Players who don't relish the idea of wandering through the fantastic realms of Britannia will soon be able to enjoy the silky smooth game system employed in *Ultima VI* without the hassle of casting spells and fighting gargoyles. The first two 'Worlds of Ultima' titles boast highly-original storylines, spectacular artwork and cinematic music scores synchronised to the on-screen action. *Savage Empire* throws bold adventurers into a prehistoric jungle brimming over with bloodthirsty dinosaurs while *Martian Dreams* hurtles them back in time on an imaginative journey to the mysterious red planet. Both these games are being reprogrammed by John Jones-Steele and should be released early next year.



Ultima
The Savage Empire
Origin

VI

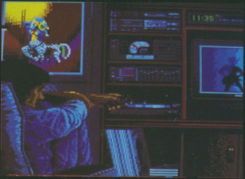
Britannia. Punching up the character creation option on the menu screen allows you to select the name, sex and portrait of your alter-ego. The next phase is less obvious but far more important. A series of personality-probing questions determine what kind of character you'll get on the quest to thwart those marauding hordes of Gargoyles.

Ultima VI is the first attempt to make things easier to play. The game screen is divided into four regions, the largest of which is situated in the upper left area. This map shows a close-up overhead view of the world you're moving through, and a roster of all the members of your party is located on the right of the map. Below this lies a window with text describing everything you see, hear and do. There are only ten commands necessary to handle the game. You can attack, cast spells, get something, drop something, move something and so on. As Origin points out, 'If you can touch it, you can use it'. To cast a spell, you must have a spellbook readied and possess enough magic points and the right reagents which are collected on your travels. The crucial magical help is divided into eight circles of spells, which gradually increase in complexity and strength. A simple first level spell drains one point while a fifth level spell, more difficult to cast, takes five away. Detecting a trap, for example, requires Nightshade and Sulphurous Ash but the eighth level spell to Resurrect requires both these reagents plus Garlic, Ginseng, Spider's Silk, Blood Moss and Mandrake Root.

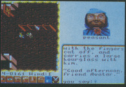
Perhaps the most impressive aspect of *Ultima VI* is the richness of the characters encountered. Clicking on the name of one of your party, for instance, reveals their portrait and a list of classic statistics. The higher a stat, the better. Strength determines how much they can carry and how effectively they can strike with bludgeoning weapons. The only way Health can be regained is by rest or healing. Dexterity reveals the speed with which they can move and attack, and how effective they are with non-bludgeoning and projectile weapons like crossbows and flasks of flaming oil. A character's bargaining ability and effectiveness as a spellcaster is shown by their Intelligence rating. Magic points certify how many spells can be cast. ➤

THINGS THAT MAKE YOU GO HMMM...

After celebrating the 10th anniversary of Ultima last year, you'd think Origin and the rest of us would be thoroughly sick of Lord British and his pals by now. Far from it. Fans can read a series of novels using characters and themes from the Ultima saga, keep time with the Ultima wristwatch, drink coffee from the handy Ultima mug, or even visit the Ultima theme-park in Japan. There is also talk of an Ultima cartoon series for American TV.



It all begins one stormy night when, after stuffing your face with pizza and a rerun of 'I Love Lucy', a mysterious light warps you into the quest.



peasant

With the fingers cut off, and carries a large hourglass with him.

"Good afternoon, friend Avatar."

you say:

Conversations are simple affairs in *Ultima 6* but they can provide a vital clue needed elsewhere in the game.

ULTIMA VI

It's still too early to say whether this will be the last *Ultima* game ever released on the Amiga. Let's hope there's more to come. . .

BEST OF BRITISH! *Ultima* is the brainchild of Richard Garriott, the co-founder of Origin who also goes under the guise of Lord British. His father is a former NASA astronaut who flew aboard both Skylab and the Space Shuttle, so naturally enough, Garriott's hilltop mansion in Austin, Texas contains secret passages leading up to a fully-equipped astronomical observatory which can read a newspaper 15 miles away. Every other year, Garriott transforms his home into a 'spook house' on the nights surrounding Halloween. Parties of victims are lead through a 45-minute deluge of frightening sights, sounds and smells. Guests climb steep stairs and crawl through narrow places as they're 'scared to death' by a vast array of special effects and over 75 skillfully made-up amateur actors portraying ghosts, zombies and demons. Garriott's garden is turned into a graveyard, his jacuzzi becomes a swamp and the master bedroom is transformed into a chapel populated by gruesome lepers. The whole event costs $50,000 and takes two months to construct. Today, Garriott has more than one skeleton in the cupboard!

martian
Avatar>Look-You see a martian
Avatar>Look-You see a martian

Percival Lowell's
SPACE CANNON to MA

Spells of the fourth circle will obviously use four magic points. These important attributes are replenished every hour by an amount linked to their Level rating. This indicates how powerful a character has become through experience gained in past adventures. Finally, Experience unveils the time when they're ready to progress to the next Level by meditating at a shrine.

The talk command allows you to converse with any people encountered. You're also able to speak with certain shrines and statues and with the other members of your party. You talk by typing single words, though most people respond to simple stuff like name, job and 'bye. During the course of conversation, characters will give you an idea of what they're interested in. Keywords, which could lead to you gaining further information from the person, are highlighted by a different colour. This facility can be switched off if you want to discover them all by yourself.

There are a number of diverse beasts that inhabit the plains, forests, waterways and dungeons of Britannia. These range from Acid Slugs, which dish out painful but superficial skin burns, to antagonistic Wasps. Fearless warriors will no doubt have immense fun hacking all the demons, gargoyles, and wolves. A successful adventurer, however, must employ more subtle and involved tactics to get anywhere in the game.

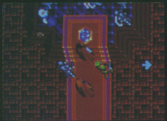
All the *Ultima* releases have so far been based around a system called tile graphics where the map is made up of 16x16 pixel blocks. John Jones-Steele has succeeded in trying to make the graphics look as good as possible, no mean feat, considering the original *Ultima VI* on MS-DOS had the luxury of 256-colours as opposed to the relatively paltry Amiga palette.

Origin's philosophy for audio in games is tension metered. Well-scripted music scores compliment environmental sound effects used for campfires and axes hitting body armour. The background soundtrack changes depending on where you are and what you're doing. All the pieces have been ported across from a special compact disc created by Martin Galway, who hasn't been heard of since such C64 tunes as *Wizball* and *Hypersports*. The *Ultima VI* hitlist includes the aptly titled Can't Remove the Pain, Black Forest, and Stones. Black Forest dates back to a 1974 composition by Todd Porter, who also provided most of the other tracks, too.

What's the catch? *Ultima VI* needs at least one megabyte of RAM. An extra floppy drive, and a hard drive prove useful, too. However, After sampling *Ultima VI*, everything else seems like a pale imitation.

Rik Haynes

Although these 'tile' graphics are a little primitive, there's so much to explore and meet that players won't get bored looking around.



GAMES OF RIGHTEOUS JUSTICE Although every *Ultima* can be played separately, together they form a story of truly epic proportions. In case you've never met Lord British or the Triad of Evil, we hereby clutch the mighty sword of Avatar and pronounce judgement on this ultimate roleplay experience. Hurrah!

- *Ultima I – The First Age of Darkness*. From the lair of Mondain the Wizard, hordes of nightmarish creatures stalk forth to devastate the tranquil kingdoms of Sosaria. Boo.
- *Ultima II – The Revenge of the Enchantress*. Evil thunders its way into the world of Britannia once again thanks to Minax, young apprentice of the foul wizard Mondain. Hiss.
- *Ultima III – Exodus*. Orc drummers herald the awakening of the Great Earth Serpent from a slumber of countless ages. Gulp.
- *Ultima IV – Quest of the Avatar*. Spiritual enlightenment sixteen times larger than the previous three games. Phew.
- *Ultima V – Warriors of Destiny*. The Codex of Ultimate Wisdom from the deep recesses of the underworld creates a karmic imbalance in the universe. Oo-er.

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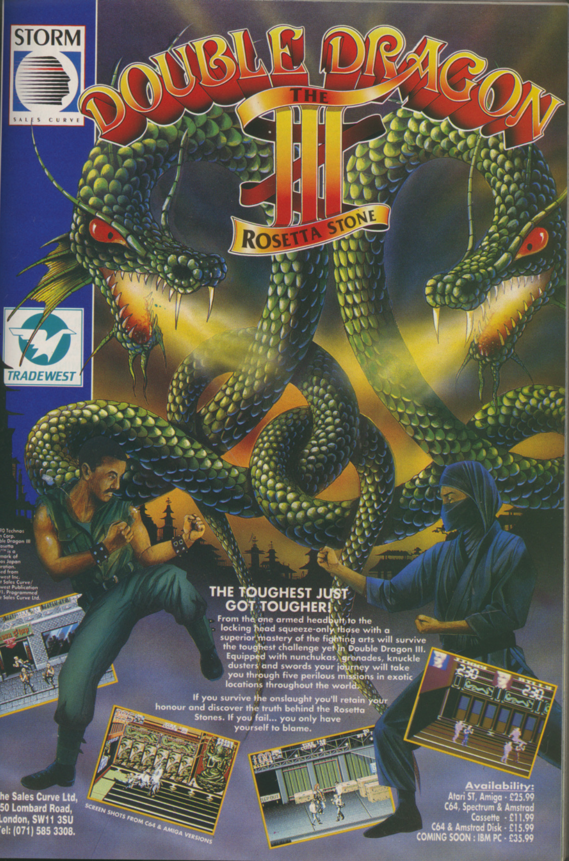
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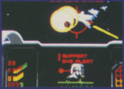
EPIC

With the likely non-appearance of Mindscape's *Wing Commander* on the Amiga, it looks as if Ocean's long-awaited sci-fi blaster, *Epic*, will be a more-than-adequate substitute. With a scenario which bears more than a passing resemblance to the 70s cult sci-fi show, Battlestar Galactica, the game pits the player against the evil Rexxon Empire as you attempt to escort a massive fleet of Federation starships through deep space to a new safe-haven.



Above: Things aren't looking too good. You've lost one fighter and another is about to blow.

The game begins with a finely-crafted animation sequence which relates the story so far in true 'Star Wars' style. With a sun approaching supernova, a loose alliance of planetary systems are rapidly facing extinction. Their only hope is to construct a vast space fleet capable of transporting the entire populace to Ulysees VII, a habitable planet located on the far side of the galaxy. To reach their destination, the rag-tag collection of 8,000 interplanetary craft must pass through the Rexxon Empire, a huge expanse of space controlled by a war-like race dedicated to the extermination of the human race.

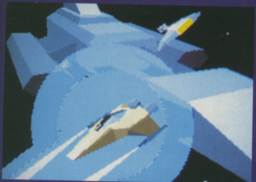
To help protect such a large and vulnerable fleet of ships, the Federation has built a large number of battleships including two huge dreadnoughts, the Battleaxe and the Redstorm, and a highly advanced fighter equipped with a fiersome array of weaponry. Made from super-tough Epical metal, only three such fighters could be constructed because of the scarcity of the ore. As the Federation's top flyboy, it's up to you to take control of the craft and help protect the fleet to the best of your abilities.

Escorting the Federation space fleet to their new homeland is fraught with danger. Not only will the starfleet need to be protected from hostile Rexxon battle squadrons, but a number of pre-planned missions need to be undertaken to help neutralise the Rexxon threat. In all, there are eight missions to complete and failure in just one of these will result in the total destruction of the fleet and, consequently, the end of the game.

The main screen features a bitmapped cockpit display of the Epic fighter together with a 3D representation of the area immediately in front of the craft. A combat scanner locates and targets enemy ships while punching the 'Return' key toggles between the various weapons at your disposal.

WHO D.I.D. WHAT...

Epic comes from the same team responsible for *F29 Retaliator* and *Robocop 3*. Based in Runcorn, Cheshire, Digital Image Design was founded in February 1989 by Martin Kenwright and Phil Allsopp. The 3D engine used in *F29* was completely rewritten for *Epic* and runs around 25-30% faster. More than 6 man years of work have gone into the game and it incorporates a new cacheing loading system so that the player doesn't have to wait too long for each part of the game to load. There's also a number of smart animated sequences that cleverly link each mission.



With shields on maximum, your guns pump out their shots as you close in on a Rexxon attack craft in an intergallactic dogfight.

Each mission requires a different combination of armaments ranging from standard self-regenerating lasers and nuclear-tipped torpedoes to lock-on missiles and a cobalt doomsday device which destroys anything within 200,000 kms.

Best of all is the neutron blaster which throws out a concentrated beam of energy in front of the ship which destroys anything in its limited range.

Toward the left-hand side of the cockpit is a system display which shows how much fuel is left, current speed, and shield status. Fuel consumption is the Achilles' heel of the Epic fighter as most functions eat away at the fuel tanks at an alarming rate. To help compensate for this 'design fault', the Federation has placed fuel pods at strategic points during each mission as well as a number that have been scattered at random throughout the game. A tractor beam is used to snag the pods which is accessed via the weapons system. The ship's protective shielding uses up the most fuel, so it's best not to use this facility until entering a combat situation. But do remember that, when activated, the shielding takes up to six seconds to completely envelop the ship.

Controlling the craft is simplicity itself. Holding down the left mouse button controls the speed while the right button activates the currently-selected weapons system. The ship can be made to bank to the left or right by moving the mouse from side-to-side with a forward motion sending the craft into a dive and a backward movement enabling it to climb rapidly. And that's it. Such simple controls cut out the need for over-complicated displays and allow the player to jump straight into the action.

The eight missions involve both planetary and space warfare and have been

MISSION IMPOSSIBLE

During the long haul to Ulysees VII, you'll be called upon to fly a number of hazardous missions to protect the Federation Fleet and engage enemy fighters.

1. The first mission involves clearing a path through a mined asteroid belt marking the edge of the Rexxon Empire. From there, you are to proceed directly to Amragan Nine and destroy a deep space tracking station before they can alert the Rexxon battle fleet to your presence.

2. The second objective is the total destruction of the mining and processing capabilities of the planet Tarrun and its affiliate moon, Stallica. These installations provide the Rexxons with their only supply of warp-drive fuel and is thus well-protected. Multiple laser turrets, guided missile installations and several crack squadrons of enemy fighters are just some of the firepower at the base's disposal.

3. A Rexxon Attack group has gathered near Tarrun and is about to launch an assault on your civilian fleet. Although not a strong force, the enemy squadron is capable of inflicting severe damage and must be taken out before they reach your ordnance ships or agricultural vessels.

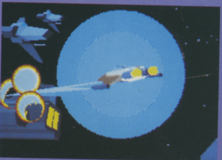
4. Mission four's task is to neutralise a gigantic Magma Cannon on the planet of Potead. Situated on a volcanic ridge, the cannon feeds off the energy of the planet's core and can generate a powerful blast calculated to exceed several thousand megatons. The planet's gravitational pull and dense atmosphere make navigation tricky and formidable groud-based defenses consist of multiple rocket and laser batteries.

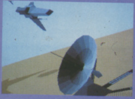
5. It is anticipated that the enemy will scramble every available star fighter in the vicinity after the Magma gun has been disabled. These will include a very large number of one-man fighters as well as the Rexxon Imperial Guard. At least 60% of enemy craft must be destroyed to guarantee success.

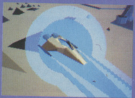
6. The sixth mission involves knocking out the Imperial Rexxon Command Centre. This will effectively isolate the Rexxon Battle Fleet and create disorder throughout the Rexxon Empire. Expect heavy defense fortifications and well-equipped attack squadrons.

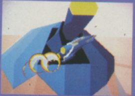
7. The largest space conflict in recorded history says it all. The arrival of the enemy is imminent. Spearheaded by the two huge Rexxon dradnoughts, enemy forces are expected to total more than 1,400 battle ships. The over-riding aim is to destroy one of the mother ships by getting in close enough to blow up its bridge.

8. The final mission will involve escorting the fleet to the far side of the Rexxon Empire. Pockets of Rexxon resistance will make sporadic attacks on the fleet in a last ditch attempt to win the day. Once you've landed on Ulysees it's effectively mission over and you can put up your feet and take it easy. Congratulations.









Above: A trio of missiles strike their target. *Far left*: The tracking station on Amragan Nine. *Middle left*: The neutron blaster clears the path ahead of enemy ships. *Left*: The heavily fortified Magma Cannon on Potead.

EPIC

designed to test the Epic fighter to the limits of its endurance. Missions include blowing up strategic Rexxon fuel dumps, clearing nuclear mine fields, repelling attacks on the Federation fleet, disrupting communications and neutralising the attack capabilities of the amassed Rexxon battle fleet. Each mission is extremely difficult, and get progressively harder as the game progresses and all have a knock on effect for subsequent missions. For instance, failure to blow up a Magma Cannon on the planet Potead before the Federation Battle Fleet is in range will result in the near-total destruction of the convoy and leave you alone in facing the Rexxon Imperial Guard – a task not to be relished! Another mission involves repelling a Rexxon Attack Legion. Although this is easily done, adequate protection must be given to the Agricultural ships and the Ordnance storage vessels. If either of these should be destroyed, the consequences might not be immediately noticeable, but later on in the game you could find yourself without food or any weapons.

The most amazing thing about the game is the quality and speed of the 3D graphics. The variety of designs, liberally 'borrowed' from classic sci-fi TV shows and movies, adds to the overall atmosphere and gives a convincing feel of 'authenticity' to the game. Some of the ships in the game are gigantic, up to six miles long, and the player can zoom in to take a closer and more detailed look at some of the larger craft. Near-perfect collision detection means that you can fly in between the individual struts and girders that make up each ship's infrastructure without inadvertently trashing your craft due to poor design.

The sheer scale of the game is also impressive. Up to 400 polygons can be on screen per second and multiple battle sequences can involve more than 350 ships, each with their own intelligence routines. For example, predator ships will merely persue a vessel until either it or its target are destroyed while other craft display attack modes based on real war tactics and theory such as encirclement and dispersal manoeuvres. More than six man years have gione into developing the game with a good proportion of that time spent on perfecting the battle sequences.

Old timer, Dave Whittaker, provided the sound FX. Mars, the Bringer of War, from Holsts' Planet Suite, forms the main in-game music to good effect and there are plenty of sampled sounds to keep things suitably raucous.

With some super-fast polygon routines, and the chance of dogfights aplenty, *Epic* definitely lives up to its name.

Dan Slingsby

THE LEGEND CONTINUES

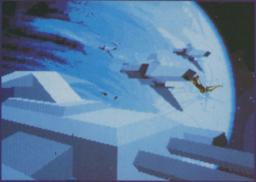
The team behind *Epic* are already hard at work on its sequel, although the game has yet to be taken up by Ocean. It's set 60 years in the future, after the fleet have successfully established a colony on Ulysees VII. Although hailed as a hero after defeating the Rexxon Empire, you've been unceremoniously drummed out of the starfleet. The new society has striven to build a more tranquil and peaceful existence than before and has decommisioned its armies and let its stockpile of weapons go to rust. However, a dark and foreboding force/entity is slowly making its way across the vastness of space towards the Federation's new homeland, wreaking havoc along the way. Only your experience as a top wartime pilot can save the day, but can the Federation prepare its defenses in time?! Will you be up to the task? Is this the end of the human race? Stay tuned for further intergalactic action. . .

BATTLESTAR EX-LAXIA

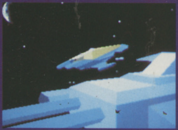
Battlestar Galactica was hyped as the most expensive science fiction show ever. When it finally made its debut in 1978, it was greeted with indifference from the viewing public and disdain by the critics. 'Narcissistically bland', 'Battlestar Exlaxia', and 'unbelievably cheap and supremely unbelievable' were just some of the comments heaped on the show.

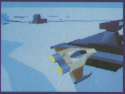
For those of you fortunate to have missed the short-lived series, the show involved a weekly dose of intergalactic space fights coupled with some of the most excrutiatingly painful and banal dialogue ever to feature on mainstream TV. The basic premise of the show was interesting enough: In the seventh millennium, a 1000-year war between twelve human tribes and an evil robotic race ended with the near total destruction of the humans' space fleet as well as the complete obliteration of their home planets. Out of a fleet of hundreds of vessels, only one battlestar – Galactica – remained which became the mothership for the remanents of the human race. Faced with the threat of constant Cylon attacks, Galactica and its motly collection of space ships left their galaxy seeking the legendary thirteenth human tribe, known to inhabit a 'Golden Planet', the planet Earth!

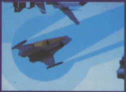
Unfortunately, what could have been a belter of a sci-fi space opera concentrated on using a battery of special effects to the detriment of good scripts and believeable characters and the show soon lost its initial appeal and was cancelled after only 17 episodes.



One of the massive Rexxon motherships lumbers into view. It's possible to fly in-between the ship's connecting girders thanks to some accurate collision detection.







Top: A heavy-duty mining vehicle is about to be reduced to a pile of twisted smouldering metal. *Above*: A Rexxon fighter narrowly avoids the Epic's laser fire and lives to fight another day. . .

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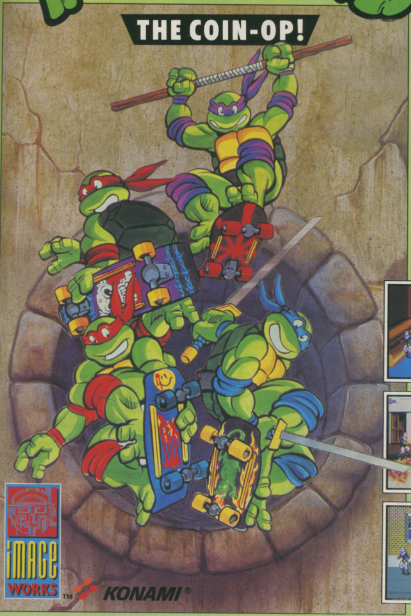

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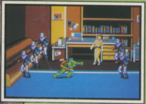

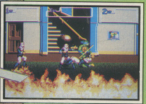

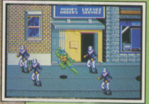

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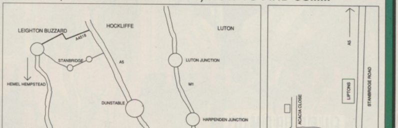

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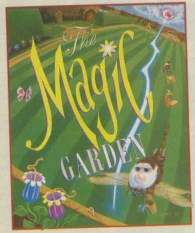

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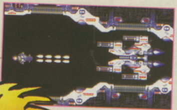

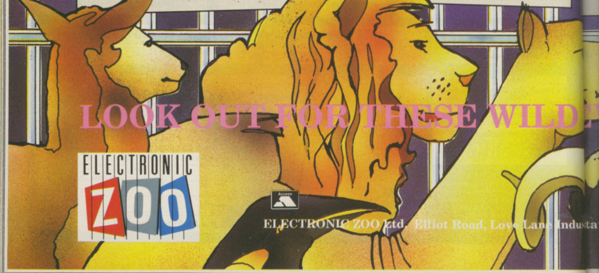
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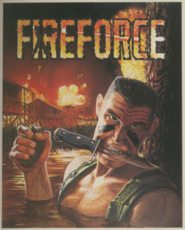

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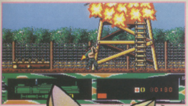

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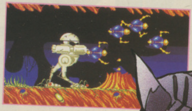

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KNIGHTS O

This is real flying! No radar, missiles, parachutes or Mach two turbo jets: just a crabby 105-horse-power engine and machine gun that keeps jamming.

Knights Of The Sky puts the player in the cockpit of a first world war bi or tri-plane, flying and dying for Britain, France or Germany. The manual is complete with a history of the war, so you can lie in bed and look up the dates where the allies took a pasting. But when hostilities break out there's only a few models worth choosing, with the best being flown by the Germans.

It's worth taking time out with the trainer mode, before you plunge head-first into combat. This still sticks you in at the deep end, but there's a text bar at the top of the screen which tells you when you've made a mistake and how to correct it. What normally happens is that you end up in a power dive and hit the ground before you can take in any information.

Once you master taking off and flying in a (moderately) straight line, you're ready to take on some opponents. The first thing you notice is that you can't see your enemy. This is where the look-round view comes into play, hitting the appropriate keys on the numeric pad gives eight different views from the cockpit. Precision is also called for: if you don't spot him in time, the other plane will usually appear on your tail with its guns blazing.

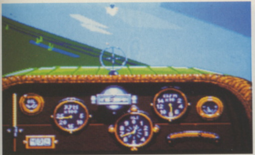
Bi-planes don't have much in the way of moving parts, just the engine, propellor, pilot and flaps. This lets them soak up a large amount of damage before they get into trouble. Usually, the rudder or flaps go first, which means you can only steer in one direction.The engine is usually next to go, so it's wise to try and land your plane once the steering goes.

Turns and special moves have to be learned if you want to fly against the aces, without any tricks you'll soon find yourself travelling back to blighty in a box.

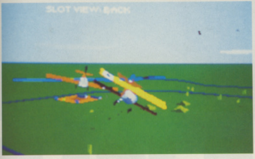
Ground targets can be strafed with your machine guns, but this takes a lot of practise. You have to put the plane into a shallow dive, reduce speed and let rip. Once a target is in range, your plane is at the mercy of the defenders' guns, and a stray bullet can cause a lot of damage.

ACES HIGH In the unlikely event you start surviving missions with a high kill rate, you'll start attracting the attention of enemy aces. Once you reach a certain number of kills you can challenge, or be challenged by, an ace to single combat. All you have to do is nominate a meeting place and turn up.

Bombing missions also come into play, although your arsenal consists only of tiny 25lb bombs, which are almost useless. Machine guns are often the bane of confident pilots. It takes quite a few shots to bring down another plane, and if your gun jams you're in trouble. Bailing out is out of the question.



Clouds can conceal enemy fighters, as can the sun. You need to keep your wits about you and be prepared for suprise attacks. On the other hand you can always use this type of cover to your advantage,


SLOT VIEW: BACK

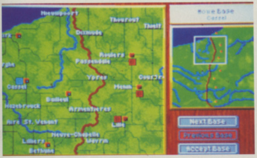
Proud to Fight

The presentation is excellent with plenty of options.

There are numerous planes to choose from.

Use the external views to pin-point where the enemy's coming from.

F THE SKY


Nieuwpoort
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Armentieres
Aire St. Venant
Lille
Neuve-Chapelle
Wavrin
Lillers
Bethune
Home Base
Cassel
Next Base
Previous Base
Accept Base

Accept Pilot
Select another Pilot
Main Menu
- Deceased
- Downed by this pilot

Most of the planes fly nimbly and can perform some very agile moves. What they do lack, though, is engine power, which leads to stalls. This takes some getting used to, especially if you're an *F15* or an *Intruder* veteran.

But the charm of this game is it's very low-techness. Don't shoot 'til you see the whites of their eyes, and that can be a lot more fun than launching a heat-seeking missile at a distant target.

What makes *Knights* so good is its speed. It's incredibly fast, even when the screen gets busy. There are plenty of ground objects which add to realism without slowing the game down.

This a flight sim that requires very accute flying skills. It's jam-packed with action, which makes it like a shoot 'em up at times. Nevertheless, a must buy for flight sim fans.

Mark Patterson

CU AMIGA SCREENSTAR

LAMBS TO THE SLAUGHTER

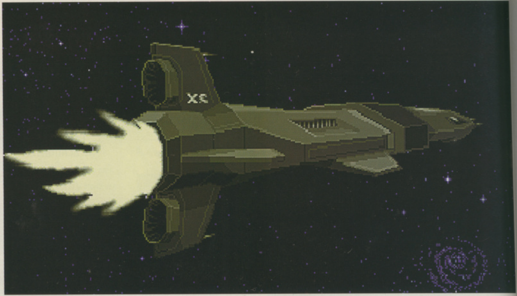
One of Britain's top world war one pilots was Albert Ball. At the age of 20 he commanded his own squadron, making him the youngest captain in the Royal Flying Corps. He had been credited with 45 kills at the time of his death. He was last seen attacking five German Albetross scouts, and it's believed he brought down three before finally being shot down.

Britain's highest scoring pilot was Edward Mannock, who commanded 85 squadron. Despite having just one eye he notched up 78 kills, only two less than the Red Baron. Ironically, he died in a flying accident. He suffered engins problems shortly after take off, and instead of trying to land the plane straight away, which was procedure, he carried on ascending for several hundred feet, believing his engine would be fine. It cut out and he plunged to his death.

MICROPROSE £35.99

“The best WW1 flight simulation around”

GRAPHICS	87%
SOUND	84%
LASTABILITY	86%
PLAYABILITY	90%
OVERALL	**88%**

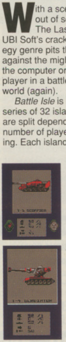


BATTLE ISLE

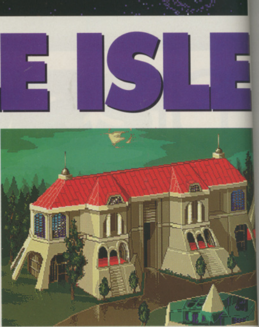
With a scenario straight out of sci-fi cheapy, The Last Starfighter, UBI Soft's crack at the strategy genre pits the player against the might of either the computer or another player in a battle to save the world (again).

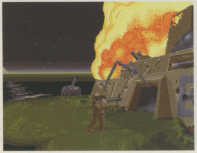
Battle Isle is played over a series of 32 islands, which are split depending on the number of players participating. Each island is depicted as a detailed play area, upon which the land's many forests, oceans and any installations can be found. Your HQ contains all the necessary military units, factories and depots to get you started in your quest for domination. In addition, the entire game revolves around this base, and the loss of it to the enemy or its destruction results in the premature ending of your campaign, as does the loss of all your troops.

The would-be leaders take turns in their movements, and must move their troops and vehicles across the sectioned grid one square at a time. Thus, a strategy is born as they determine which units would be the most advantageous to move early on, and how many troops should be left to guard the HQ. Similarly, within their movement time, the player can effect repairs on their equipment and build more powerful weaponry in their factories. For such a simple system, though, the process of taking alternate moves adds an extra thrill to the game. Only so much can be done within each move and successful use of this time can swing the battle either way. Another problem, though, is the actual lay of

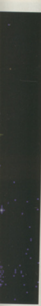


Part of your mighty arsenal.





***Above*: The Headquarter's building as it appears in the intro.**
***Left*: Hah, the enemy's no match for my agile brain!**



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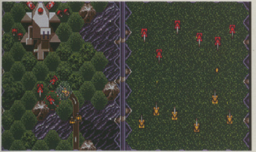
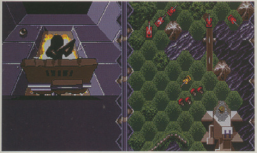
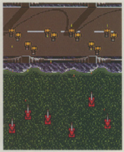


At the moment both players are fairly evenly matched, so let the 'Mother of all Battles' commence. Victory to the courageous.

WORKING NINE TO FIVE... Use depots and factories to repair damaged units and factories. All three types of building require power to operate, and although on the later levels additional power crystals can be collected, in the early stages a power-less building can no longer perform essential maintenance.



If you can lead a demon, unmolested, into an enemy building, they'll burn the door down and capture the bulding for your use.



Oh no, the computer's sneaked up on my vulnerable foot soldiers.

MAP KEY

1 Your Headquarters
2 A neutral factory waiting to be captured
3 One of your depots
4 A neutral depot
5 Mountains are impassable to all but Demons (Robotic Infantrymen)
6 Ah, so this is where the enemy lives
7 Forests will slow down most units

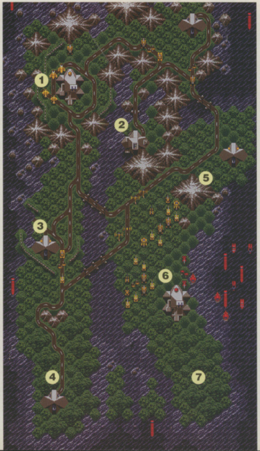
the land, and mountain ranges and marshes will slow your progress down accordingly.

Your units are divided into two main categories: support, which aren't particularly hot in combat but can provide much-needed back up; and combat which are where the big guns are housed. As well as the basic units, both the support and combat units have specialist installations and vehicles, such as the provider, a ground-based or aquatic loader, which can carry a selection of armoured vehicles. On the combat front, weapons include Iraqi-style super-guns.

To initiate a battle, a player must move his unit so that the 'victim' falls within range of the guns. In most cases, this means moving into an adjacent hexagon. Once positioned, the player then selects combat mode and clicks on the enemy unit to be attacked. If the participant has more than one combat vehicle within range of a target, he may launch multiple attacks, using as many weapons as he has available.

Battle Isle is a superb strategy game which will offer many hours of pleasure. As a two-player game, it can be played with only minimal attention to tactics, but as a single-player game it will require nothing short of mental gymnastics to succeed. Add to this solid gameplay, a neat intro and more options than you could possibly wish for, and UBI Soft have a real winner on their hands.

Mat Broomfield



GUN HO! There are twenty-two different types of weapons, vehicles etc, although many of them don't become available until later. This is just as well because some of them are so devastating that a novice would be wiped out before he moved!

UBISOFT £25.99

"Engrossing strategy game that's easy to play"

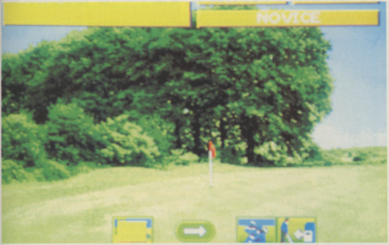
GRAPHICS	85%
SOUND	60%
LASTABILITY	95%
PLAYABILITY	90%
OVERALL	**85%**

A320
AIRBUS

...is on final approach.

SUPER STAR

MICROPROSE GOLF



Time to play god. Name your players and put them under human or computer control. You can even determine whether they're left or right-handed and choose their clubs or load in a saved player and their current handicap.

Oscar Wilde said 'Golf is a good Sunday afternoon stroll – spoiled', and so, no doubt, it's those people who prefer to sit at home on Sunday and take their Amiga for a brisk walk who will benefit most from *Microprose Golf*.

Golf is not an easy game for beginners. Yet everything about this game seems so simple, from its humble beginings, to the supposed ease with which one can hit a small ball with a large metal stick towards a small flag.

Microprose are famous for their simulations and comprehensive documentation, detail and realism, so it's easy to understand why *Microprose Golf* has so many options available.

A simple point-and-click system takes you through a maze of options which make the game look anything but simple. Fortunately, the programming team of Lee Hodgson and Mark Davies, have included a 'Quickstart Tutorial' option that puts you on one of the six courses, ready to tee off.

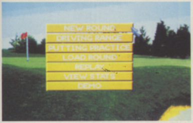
Once you've gone through the setup and become familiar with the controls, you'll soon understand why the game is so magnificent.

The options allow up to four players, with computer-controlled contestants if needed, to play a full 18, 36 or 72 holes, with full 3D effects.

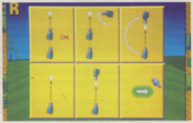
The game is progressive and easy to follow once initiated and holds your attention at all points. The level of control that you have over both the golf club and the golfer are exact in their realism and add to a level of playability that is only equalled by the excellent *PGA Tour Golf*, but without the constant disk swapping.

Graphics, too, are excellent, with the five option camera mode allowing you to view the path of the ball from a variety of angles – you can even include a pan shot ➢

The original options screen allows you to save a game or a particularly good shot to show your friends back in the clubhouse. What a bore!



You can even determine how the camera will follow the ball once you've hit it up the course. This really is a magic effect and the icing on an already rich cake.

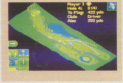


POINTS OF VIEW

The isometric view lets you see where you are aiming and where the green is in relation to where your ball lies.

You can change clubs on this screen by selecting the club icon and see immediately the different effect each club has on your range. A curved, dotted white line is shown and you can click on any part of the course to get a read out of the distance from the ball to the selected spot.

You can even turn the view through successive 90 degrees by clicking on the curved arrow in the top right-hand corner.



MICROPROSE GOLF

which moves the whole 3D world around upon itself – all of which happens with a speed and fluidity of movement that would put Steven Spielberg to shame.

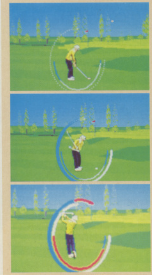
Sound is the only poor point in the whole game. The sound effects, whilst adequate, add very little to the atmosphere, the game relying heavily upon its phenomenal playability to draw the player in.

Microprose Golf is a classic. It remains so because the game is as complete as it could be without you actually getting out there yourself and spoiling that Sunday afternoon stroll.

If you play Golf, it's a must. If you don't, then after just a few rounds on the Amiga, you'll be making enquiries down at the local club – and, whatever the outcome, Sunday afternoons will never be the same again.

Garth Sumpter

THE SWING



Easily the most difficult thing to master, the actual hitting of the ball involves making three separate mouse clicks which determine the power and the accuaracy of the shot. It sounds easy enough but it's within the split-second timing of these clicks that the real skill and playability of the game is unleashed.

The golfer's 'swingmeter' is two circular lines – the outer one comprises the strength of the shot, the inner one is the timing of when you make contact with the ball.

For a straight, no frills shot, you must click the mouse button when the swing is returning and in the white zone which always emanates from directly underneath the ball. The size of the white space is determined by how hard you are hitting the ball and what club you have selected.

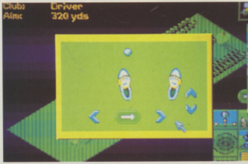
To shoot from the tee, once you've selected a club (if you don't like the automatic selection made for you by the computer caddy), you simply hit the proceed icon and the backswing will begin to move clockwise towards the end of the circular scale. A second click will stop the backswing and send the club heading towards the ball, and the swingmeter anti-clockwise. Your third click will determine how well the ball is hit. If you're in the white zone then your shot will be perfect, allowing only for wind direction and your foot position. Any deviation to the left or right of this point will result in a hook to the left or a slice to the right.

TEEING OFF

There has always been something strange and mysterious about golf, not least of all its origins which seem to be buried more deeply than a badly chipped ball that has gone mining in a bunker. Rumour has it that the game dates back to medieval times when shepherds passed their time by hitting small stones around the hills with their crooks.

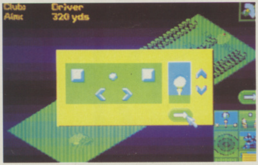
Actual dates however, are cited in various ways. There is a stained glass window in Gloucester Cathedral, that dates back to 1350 and portrays a figure that resembles a golfer, whilst the Chinese Nationalist Golf Association claims that the game was originally called Ch'ui Wan (the ball-hitting game) and dates back to the 2nd or 3rd century B.C.

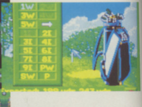
Whatever the origins of the game, in the computer world there will certainly be more agreement. Namely that Microprose have written one of the best golf games currently on the market.



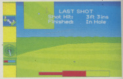
Stance will also affect shots – you will always begin a shot with a square stance but useful variations, such as an open, semi-open, semi-closed or closed position will impart left/right overtones to the shot you are playing.

Teeing off is the most important shot you'll make before you get onto the green because, if your driving is good, you can steer around any nasty obstacles. The tee position will alter the height of your shot. The higher the tee, the more height you will give the ball – useful if you have a strong wind from behind to get extra distance.





Having changed clubs, feet position, shot direction, tee height and camera angles, it's time to throw caution to the wind and finally take that all important first shot.



LAST SHOT
Shot Hit: 3ft 3ins
Finished: In Hole

MICROPROSE £34.99

Get into the swing with this fabulous golfing sim

GRAPHICS	89%
SOUND	68%
LASTABILITY	92%
PLAYABILITY	94%
OVERALL	**94%**

CITIZEN

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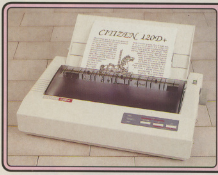

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CITIZEN SWIFT 24X

Colour Option Extra - See Accessories

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Best Budget Printer 1990
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80 COLUMN

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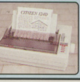

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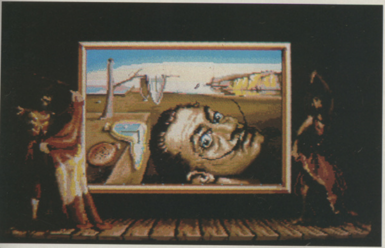
DEVIOUS DESIGNS



As you progress through the game's 50+ levels the shapes become increasingly more complex not to say bizarre.

Ever since the success of *Tetris*, puzzle designers have been looking for ways of capturing the same voracious addictivity with a simple yet teasing game. Most attempts are clones – three dimensional variants or airbrushed replicas. *Devious Designs*, however, deserves to be judged in its own right.

The scenario concerns a deranged abstract scientist, Dr Devious, who is obsessed with cubism. He's so hung-up on the (outdated post-modernist) appeal of the style that he creates a machine to cube objects and tests them out on world famous structures. This means everything from famous landmarks like the Arc De Triomphe to double decker buses are suddenly transformed into blocks. You control JJ Maverick, the only man capable of reversing the damage the Doc is doing.

The game unfolds as a series of levels, each of which has a background framing the object, and a group of geometric shapes created from blocks scattered about the screen. Transparent squares act by way of an outline demonstrating how the blocks must be manoeuvred in order to restore them to their real status. This is effected by controlling JJ Maverick, a little figure, who can drag and throw the blocks about the screen until they form the correct shape. Each level involves a different way of solving the problem. The controls change each time and you have to work out how to shift the blocks around to their specific slots – and there's a clock against you, too!

The key to *Devious Designs* is mastering the knack of the game. The first eight levels give clues as to how it's done, after that it's down to you to work it out for yourself. Once you grasp the basic idea it becomes more of an enjoyable challenge and less of a frustrating grapple with the joystick.

The graphics are excellent: small but colourful and precise, betraying the presence of ex-8 bit artist and *IO* creator Bob Stephenson as one half of the partnership responsible for *Devious Designs*. Sound effects increase the drama and level codes mean you don't have to plough through completed screens to have another go at the one that's causing the problems.

While *DD* doesn't have quite the simplistic genius of *Tetris* or even *Klax*, it's a thoroughly enjoyable challenge that's worth taking on.

Mike Pattenden

If elemental monsters block JJ's path he can clear them out of the way by pumping shots into them.

Don't worry if you're crap at puzzle games – the first few levels offer tips on how to complete them.

The Doc's machine has a habit of upsetting gravity, so you're likely to end up standing on your head.

Bob Stephenson was the guy resposnible for the game's great graphics – just take a look!

HIDDEN EXTRAS As you grapple to solve the problem, your job is helped or hindered by bonus objects which materialise around the screen for you to collect. Grenades, timepieces and temporary squares and shapes appear giving you smart bombs, extra time, ways of getting in the right position and points bonuses respectively, but you can lose lives as whirlwinds, monsters and objects block your path.

MIRRORSOFT £25.99

“Stylish puzzle game that's tough to beat. . . ”

GRAPHICS	85%
SOUND	80%
LASTABILITY	83%
PLAYABILITY	84%

OVERALL 83%

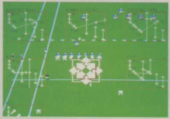
WORLD CLASS RUGBY

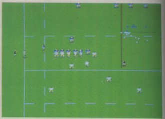
To those unfamiliar with the game, Rugby seems nothing more than a minority sport dominated by lardy gents who sing Swing Low after every match and horse around in the showers. Conversely, Rugby players consider every other sport a wimp's game, and advertise their preference by attaching 'Rugby players do it with funny shaped balls' stickers to their car windows.

The recent World Cup (which the Australian side deservedly won) grabbed an unprecedented amount of media attention as well as clocking up massive viewing figures. For a game that's played by amateurs, it looks as if the sport is finally beginning to attract the mass audience it has always richly deserved.

Audiogenic's *World Class Rugby* features all the basic rules plus off-sides, which can be disabled if you don't fancy an overly-complicated game. The simplified version is substantially easier than the full game.

The game can be viewed in three different modes. One gives a standard overhead view of approximately 20% of the pitch. Blimp mode lets you keep your eyes on the entire team, showing most of the pitch, although the players will be tiny graphics. Finally there's the 3D mode. The player sprites are the same as in the standard mode, but the pitch itself is angled to give it a three-dimensional feel.





The controls are extremely easy to get to grips with. Hitting the fire-button gives you control of the player nearest the ball. Holding down the fire button and pulling the joystick left or right passes the ball, and puts you in command of the player on the receiving end. Scrums are hard on the joystick. The two teams face off in a huddle, either

BEGINNER'S GUIDE Rugby's basic rules are easy to understand. The ball mustn't be passed forward, although it can be kicked ahead. To score a try, which is worth four points, the ball has to be placed on the ground past the opposing team's goal line. The team then have to kick the ball through the posts from 22 yards to score an additional two points. If a player is tackled with the ball, other team members form a huddle, which is called a scrum. The object of the scrum is to pass the ball out to your team's scrum half, who'll usually dump the ball on some other available team member. If the ball goes over the sideline, five players from each team form two lines. The ball is then thrown through the middle of the lines and it's down to the nearest player to push it on to another member of their team.

RUGBY THE WORLD CUP

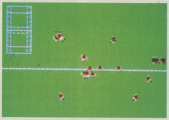
The second of this month's rugby offerings has a slightly *Kick Off*-ish feel to it.

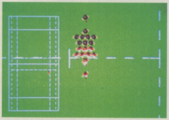
Rugby – The World Cup is Domark's contender for the rugby game hall of fame. Like Audiogenic's it features all the world cup teams, but this is where the similarities end.

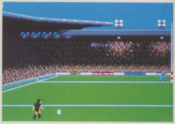
Domark have opted for a simplified rules system. Forward passes are still penalised, line outs occur when the ball goes out-of-play, and there are plenty of scrums. Off sides and other more confusing rules don't get a look in. There isn't enough substance – or even realism – to keep rugby fans happy. The game is very much a matter of charging head-first into the opposition, rather than one that requires a modicum of strategy.

The graphics for the players are small but tidy, much in the same vein as Anco's footy sim, *Kick Off*. A radar in the corner of the screen shows the positions of all the players on the pitch, although it is a little hard to follow because the people look smaller than microbes. Conversions are viewed from behind the kicker, a cursor whizzes past the uprights – and all you need to do is tap the button when it's between them to send the ball through for two extra points.

Scrums are decided through frantic joystick waggling. This usually isn't too hard on the arms, unless you get several scrums in row, which normally proves slightly painful not to mention tedious. The rest of the controls are very straightforward with the fire button being used to pass and kick. Once the controls have been mastered, the game becomes very easy, and ridiculously high scores are easily attained.







An up-and-at-'em rugby game that's definitely fun to play.

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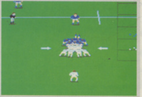
side of which are coloured bars, and the joystick has to be pounded left and right to make your team push the opposition back. If you're doing well the bars turn into the colour of your team's kit, or that of the opposition if you're losing.

World Class Rugby is extremely playable. Rugby fans will lap this up as it's a remarkably detailed sim and a really playable game. The attention to detail is remarkable, with lots of options to keep the purists happy. Unfortunately, the game's only just reached the soft-shops and, consequently, might miss out on the interest generated by the World Cup. A pity, as it's a belter.

Mark Patterson.

CU AMIGA SCREENSTAR



AUDIOGENIC £25.99

Exciting, fast moving sim that's worth a look

GRAPHICS	80%
SOUND	75%
LASTABILITY	80%
PLAYABILITY	90%
OVERALL	**85%**

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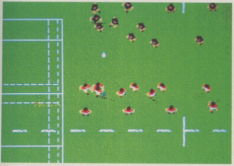

Rugby – The World Cup doesn't quite have the style and realism of *World Class Rugby*, so if you want more of a sim plumb for the Audiogenic game. However, if your after a version of *Kick Off* with funny shaped balls this is probably for you.

Mark Patterson

DOMARK £25.99

Get your kicks with this *Kick Off*-style rugby game

GRAPHICS	76%
SOUND	80%
LASTABILITY	78%
PLAYABILITY	81%
OVERALL	**79%**

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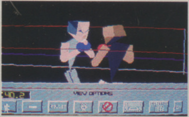
4D SPORTS BOXING

Despite a potential cross-over audience among aggressive young teenage males, boxing has never been successfully transformed into a video game. So can Mindscape and Distinctive Software, Inc. bring anything new to the big fight?

Like the title suggests, the programmers of *4D Sports Boxing* have thrown every-thing into some impressive polygon 3D graphics routines which make the boxers look like those square-jawed men in Dire Strait's award-winning Money for Nothing music video. The extra 'D' is supposed to represent the element of realism. As each model of the Amiga offers a varying amount of raw processing power, there is a special render option to adjust the detail of graphics used to create the boxer's shape and features. On the standard A500, *4D Sports Boxing* is playable enough for everyone discounting a budding Mike Tyson.



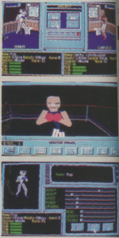
The simulation itself is very comprehensive, enhanced by a large number of performance stats which, thankfully, remain in the background for most of the time. Nobody wants to spend too much effort in the gym or arranging a fight, so there are merely a few menu formalities to flick through before the fun really begins.

There is a full array of instant replay views, including what either boxer saw before their lights were punched out. You can even position the 'camera' anywhere within the surrounding area or go flying around to smoothly track the fighting action. These viewpoints can be changed at any time during each round and should therefore prove useful in improving your technique. To be honest, I had more fun pretending to be a live broadcast director than actually boxing the ears of the forty-odd opponents before my eventual retirement and product endorsement deals.

Sure, there is plenty here. However, the lack of any realistic damage being inflicted on the faces of fighters detracts hugely from the feeling of actually being ringside. Ultimately, this game lacks the sort of heavy weight punch needed to make a true world champion. Like the old cliche goes, *4D Sports Boxing* could have been a contender. Know what I mean, Harry?

Rik Haynes

BOXING CLEVER When you're actually in the ring, a series of punches and showboat moves can be called into play. The latter manoeuvres, such as sticking your chin out and head shaking, obviously change depending on whether your opponent is on his feet or laying flat on the canvas. They are included to boost your confidence and replenish some much-needed energy. Nevertheless, a few well-timed left hooks to the body and right uppercut to the head should see off all but the most durable athlete. Mindscape recommends you constantly move around the ring using a combination of fighting moves rather than simply repeating just one punch.



After concentrating so much on the visual aspects of the game, the sampled sounds for the introduction and count out are of a disappointing quality. Still, when having a knockabout with a firend or against a computer such considerations are decidedly secondary.

MINDSCAPE £24.99

“Original treatment of the noble sport”

GRAPHICS	87%
SOUND	64%
LASTABILITY	79%
PLAYABILITY	86%
OVERALL	**83%**

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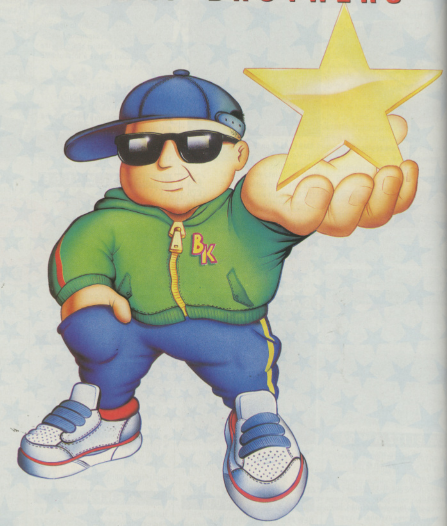

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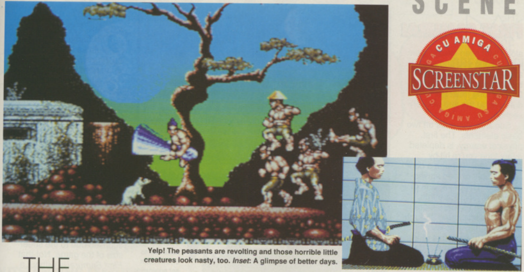
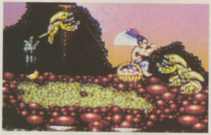


Yelp! The peasants are revolting and those horrible little creatures look nasty, too. *Inset*: A glimpse of better days.

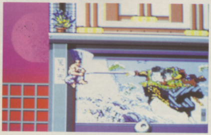
THE FIRST SAMURAI

Not many games have the sort of pedigree that comes with *First Samurai*, Vivid Image's third original product. The creative talents of Mev Dinc, John Twiddy and Raffaele Cecco have accounted for some of the best games ever released on the old Spectrum and C64 microcomputers, including *Tau Ceti*, *Cybernoid*, and *The Last Ninja*. The first two Vivid Image productions, *Hammerfist* and *Time Machine*, failed to make a mark on the more sophisticated Amiga scene. So, the trio of programming veterans are attempting to make amends.

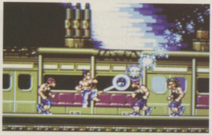
A brief animated opening sequence details the story behind the game. Lord Akira and his young samurai warrior, are collecting taxes in Feudal Japan when an evil Demon King decides to pay a visit. After murdering the poor peasants and your boss, he makes good his escape using time travel to reach the relative safety of the 24th Century. Thus, with the help of a friendly Wizard, the hero, too, is hurled into the future to avenge your master's death.



Body-hugging creatures try to suck all the energy from our hero on the first level. Kind of reminds me of Alien...



Downtown in neo-Tokyo. Just one of the many pretty locations found in this immense beat 'em up.



Travelling on the subway is always dangerous, but these thugs and punks are seriously taking the piss.

Revenge begins in a beautiful countryside setting outside the cyberpunk sprawl of neo-Tokyo. Standing on top of a hill, you serenely survey the surroundings. A stone statue of Buddha sits to the left with mountains and oriental-looking trees lying in the background. Strangely, there are two moons in the sky and a pulsating pot at your side. These magic pots are handy things, dotted around the playscape at regular intervals, and are used as restart points if any of your five lives are lost. But before there is time for a rest, a barrage of bats swoop down and attack you.

Your on-screen Samurai is extremely agile with an expert knowledge of the martial arts. Jumping, crouching and climbing up walls are all effected using the joystick, but initially you're unarmed. Unarmed combat is the only means of protection until a weapon is collected. So, with a few nifty joystick combinations, you invoke some well-timed punches and flying kicks to dispatch the first dangers. Further down the line spiders, thugs, ghosts and fire-breathing Chinese dragons must be dealt with,

THE FIRST SAMURAI

along with alien-like huggers who cling to you and suck away your energy. Finally, a tough incarnation of the Demon King must be defeated at the end of every section.

Success depends on two basic elements. The first, physical energy, is depleted every time you're hit by adversaries, although a constant supply of food staves off death. The other form of energy, mystical strength, allows you to access more crucial objects found throughout the game. This is increased by the spirit of all the creatures killed and can be traded for neat items and effects. Once a certain amount of this energy has been amassed, a magical sword materialises out of thin air and flies into your hands. Instead of relying on leg sweeps and low punches, you're now able to perform all sort of stabs and slashes. This sharp sword glistens with magic, but quickly disappears if you haven't got enough mystical energy to feed it. Additional armaments, such as daggers and axes, are waiting to be picked up. These offer a varying degree of effectiveness and last for a limited amount of time. Only one type of extra weapon can be carried at a time, though.

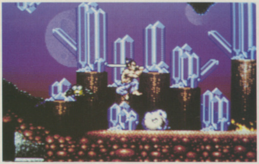
Bits of scenery can be blasted to reveal all sorts of goodies, players who like a helping hand can grab a lamp to reveal where these hidden objects are situated. The bell is perhaps the most useful collectable available. With it, you can summon the Wizard to provide hints if you're having difficulty getting past a particular part of the game. *First Samurai* intelligently checks your progress and, if it thinks you're stuck, the Wizard will appear asking you to use the bell so he can perform helpful tricks like stamping out a fire or producing other instantaneous solutions. Finally, each of the ten levels contains special objects which must be added to your inventory. There are four logs hidden in the first stage, for example, which are used to bridge a sparkling waterfall.

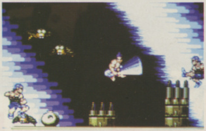
First Samurai reminded me of those happy days playing *Bruce Lee*, a classic C64 game from Datasoft and US Gold. The essential ingredients of negotiating platforms, avoiding pitfalls, collecting objects and beating up bad guys, have all been refined with expert skill. With something in the region of five hundred sizzling smooth-scrolling screens, there's much to explore and hack to bits. Incorporating just the right balance between challenge and playability, you'll want to come back for more despite initial setbacks. A save option is thoughtfully supplied due to the sheer size of the game. Not that *First Samurai* is without a high standard of presentation. Teoman Irmak must be complemented on his excellent animation and original graphic design, while Nick Jones has employed some very unusual audio effects to make this game stand out from the crowd. These samples can sound almost orchestral at times, especially the cries of Hallelujah when food is collected. Our hero even complains when he loses his sword! Nice touches include five brief pieces of oriental music associated with key events and spot FX for stuff like fires and waterfalls which increase in volume as you get closer to them.

This Vivid Image epic is a breath of fresh air. *The Last Ninja* series of arcade adventures from System Three look positively dated by comparison. A rarity amongst its breed, *First Samurai* is slash 'em up with substance. Ah-TSOO-ee dehs!

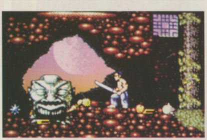
(* It's hot)

Rik Haynes

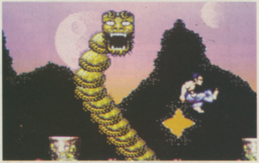




After completing the crystal level (*above*), our sexy Samurai moves onto a bonus hack 'em to bits section set against a speedy train.



Take care of this evil looking statue which stalks the lower region of future Japan. Any contact will cost you a lot of energy.



The first incarnation of the demon king shouldn't prove too much of a problem to students of the ancient Samurai code. If in doubt, kick ass!

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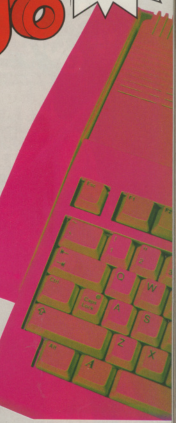

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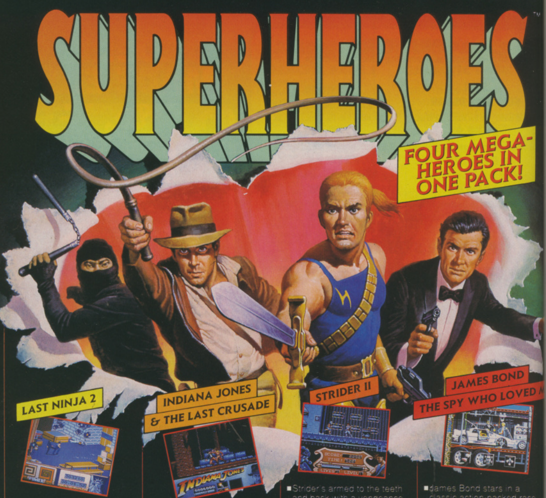
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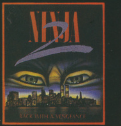
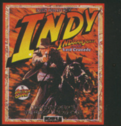

NINJA 2
BACK WITH A VENGEANCE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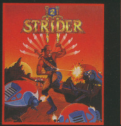

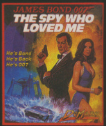
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He's Back
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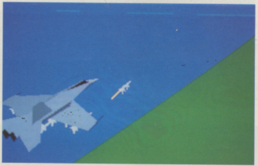
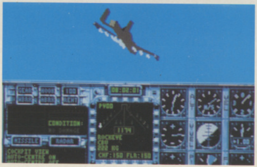


The missile view tracks any bombs or rockets you launch right up to their target. Useful for determining whether you've scored a direct hit or not. This feature can be disabled – handy as it soon becomes tedious.



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CONDITION:
NO DAMAGE
COCKPIT VIEW
AUTO-CENTRE ON
AUTO-CENTRE OFF
ROCKEYE
CBU
222 KG
CHF:150 FLR:150
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Flight sim fans, as a rule, like detail. Lots and lots of it. The more background information the title has the better – so long as the gameplay remains intact, of course. So, for a game which does more than just thumb through Jane's Book of Fighting Planes, why not play the RAF spotters manual – *Birds of Prey*?

This year has seen the release of some excellent flight sims, most notably *F-15 II* and *SuperFulcrum*. But Electronic Arts are hell-bent on out-doing even these two gems with a title that would receive a listing for 'most heavily-researched software' in the Guinness Book of Games Record, if one were ever to be published.

Birds of Prey is without a doubt the most ambitious flight sim ever. It features dozens of planes, ranging from the hi-tech B-2 Stealth Bomber to the lumbering Boeing 747 and Hercules transport craft. And here's just a few more: F-117A, F-15 Eagle, F-16 Falcon, F-14 Tomcat, A-10 Tank Killer, Panavia Tornado, MiG-29 and the T-27. . .

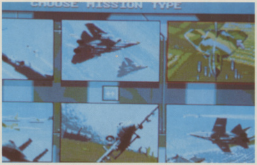
The game is based around an East-West conflict, although the setting is fictional. A lone pilot, it's difficult to affect the outcome of the conflict, but as you do your bit, enemy resources diminish and friendly forces start to get the upper hand. The whole thing is played in real-time, so if you quit base to go on a mission it could be blitzed by the time you return. Graphs are used to show the status of both sides, although these remain pretty static until the fourth mission.

Initially, *Birds of Prey* is hard. The more manouevrable fighters are extremely tough to control; they tend to slide all over the place. And I found myself wrestling with the controls of a sluggish B52 bomber while I learned what all the keys did. Although the joysticks and keyboard are catered for, this is undoubtedly a 'head game' for those who like mouse controls. It took me several attempts just to get an aircraft off the tarmac, and more than a few stalls before straight and level flight was accomplished. Perseverance is definitely called for, but once the basics are mastered the whole game opens up.

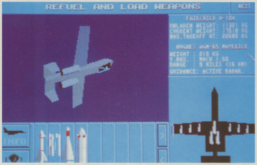
To eliminate boring stretches on long range missions, a novel autopilot feature has been incorporated. Select your target, cruising-height, and how close to the target you want to be when the controls are returned. An external shot shows your plane flying off into the distance, and a couple of seconds later you're at your destination, providing nothing intercepted you *en route*, that is.

The presentation is extremely slick. When the game loads all you're required to do is enter your name, difficulty level, what time of day you want to fly at, and what kind of terrain you'd like to strut your stuff over. From there on, select what type of mission you prefer to fly and what plane you feel comfortable handling. The aircraft select screens are very detailed, showing a rotating 3D version of the plane, a description of its capabilities, as well as a full technical break-down and what weapons it can carry. The mission orders and arming screen follows, and then the player enters the cockpit. The whole process is very simple and easy to follow, and you can go back to any of the previous screens if you think you've made a mistake.

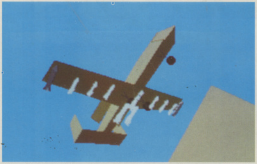
The attention to detail is extremely impressive. Each mission starts in a hanger, whether you're flying from an airbase or carrier. When the graphics are in high-detail mode, the weapons on the plane are visible, and ground based objects are visually very impressive. I particularly like the the way bombs go off with a large crash and a flash of light. The handling characteristics of the different types



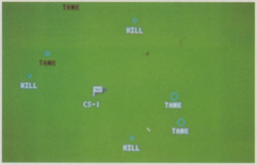
There are three set-up stages before you begin a mission. First select what type to mission you want to fly. . .



. . . Then choose your plane and arm it with whatever weapons and armaments you think are necessary for the job. . .



Then it's take-off! The external views are easy to call up, nice to look at, but somewhat unnecessary. They also don't help in controlling the craft.



Use the map option to pin-point enemy targets, such as industrial complexes, and to get an overview on how the battle is going.

BACKGROUND

Much of the information used in *Birds Of Prey* came from reference specifications on the different aircraft. A basic flight model was written which would accept different variables and alter the speed, manoeuvrability and fuel consumption of the planes. Programming a different routine for each plane would have lead to a game which would be hard pressed to fit on to a CD. This system allows different aircraft to be selected with a minimum of loading time, and their performance is moderately true to their real-life counterparts.

MAN ON A MISSION

If you don't fancy shooting or bombing things, you can take a non-violent role such as dropping supplies and paratroopers, flying reconnaissance or test-flying the latest piece of military hardware.

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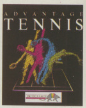
For a different perspective you can fly for the other side. The missions are roughly the same, only this time you fly Soviet hardware against NATO targets.

Some missions are far more interesting than others. The idea of dropping people on a target rather than high explosives is a concept that didn't appeal to me. On the other hand, taking a Fairchild A10 out and cluster-bombing tank columns was right up my street, as was the obligatory Top Gun barrel roll in an F14 just after taking off from a carrier.

ADVANTAGE TENNIS



Monday, 3rd of November 1991 THE NEWSPAPER OF CHAMPION GAMES. ★ 1st year N# 000001

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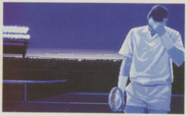

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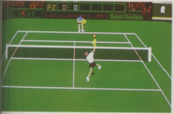
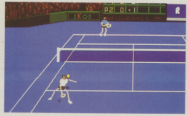
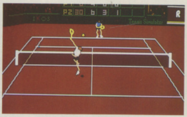


arvellous high smash on the grass of imbledon.



Terrific between-the-legs-stroke on the synthetic surface of Tokyo.



Splendid backhand smash at the net on clay at Roland Garros.

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BIRDS OF PREY

➤ of plane is as you would expect. Trying to do any stunts in a 747 usually results in structural damage, while the fighters are amazingly manoeuvrable. Most incredibly the game comes on just one disk, and uses a minimal amount of loading. I thought you could only get compression like that with a steam roller.

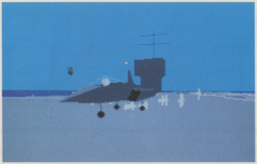
There's also a huge variety of weapons, although some can only be loaded on to certain planes. There are general purpose bombs, loads of different guided and unguided missiles, cluster bombs and air-to-air missiles. Most aircraft are capable of carrying at least a cannon, whereas the B-52 can carry 100 unguided bombs in its hold.

Plenty of ear-battering digitised sound effects have been used for engines noises, missile roars and explosions. All these make a change from the normal copout white noise effects of other flight-sims.

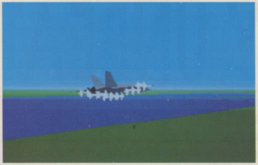
The graphics are very utilitarian, as with most flight sims. There are some nice touches, though. If the missile view is switched on, every time you launch a rocket or bomb the screen follows it to its target. The drawback with this is that in the meantime you can't see what's happening to your plane. The control panel can be switched off, which frees up processing space and gives you a better view of the surrounding area.

Birds Of Prey takes flight simulators about as far as they can go on the A500. You'll certainly not be stuck for choice with this sim. A game you must not miss.

Mark Patterson



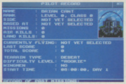
Carrier launches require a catapualt. This device boosts the planes speed from 0 to 130 knots in two seconds. Cricking the necks of many pilots.



If you over-load your plane with weapons it won't be able to reach its maximum speed, and the fuel economy goes to pot.

JEZ SAN AND THE ARGONAUTS

The team behind *Birds Of Prey* is Argonaut software. Headed by industry veteran Jez San, they've been responsible for games such as *Starglider 2*, *Afterburner* and *Days Of Thunder*. *BOP* was originally scheduled for a 1990 release under the name of *Hawk*, but other projects, team changes and 'acts of God' all contributed to an extraordinarily hefty delay. . Coder Chris Humphries has been with the game from square one, starting work on it way back in the summer of '89. Innumerable other programmers have chipped in on various stages, adding names such as Peter Warnes, Giles Goddard, Ian Crowther and Herman Serrano to an extremely long list of credits.It's highly unlikely that we'll ever see a sequel.



```
PILOT RECORD
NAME         : BRIAN CANT
RANK         : LEVEL 0, CLASS 0
SIDE         : NOT YET SELECTED
BASED AT     : NOT YET SELECTED
MISSIONS     : 0
AIR KILLS    : 0
LAND KILLS   : 0
CURRENTLY FLYING: NOT YET SELECTED
LAST SCORE      : 0
TOTAL SCORE     : 0
TERRAIN TYPE    : DESERT
DIFFICULTY LEVEL: "ROOKIE"
WINGMEN         : NO
START TIME      : 08:00:00, DAY 1
RECORD OF PAST MISSIONS:
```

You can save your pilot to disk after a mission.

SPEED FREAKS The problem with *Birds Of Prey*, as with most flight sims, is speed. However good the A500 is, it isn't the fastest computer on Earth, and things do slow down when the screen gets busy. To combat this, a pull-down menu lets you select exactly what you think is necessary in the game. Oceans can be taken out, aeroplane graphics can be downgraded and roads, hills and trees can be left out. The result is a respectably fast game with very little graphics or a sluggish but nice-looking one.

This is the most comprehensive system of its type on any flight sim. On most games you can only select between low, medium and high detail. Domark's *SuperFulcrum* used a novel system where you could actually choose the number of colours and lines on the screen as well as the detail levels.

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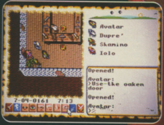

Avatar
Dupre'
Shamino
Iolo

Opened!

Avatar:
>Use-the oaken door

Opened!

Avatar:
>

7-04-0161 7:13

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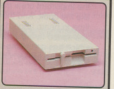

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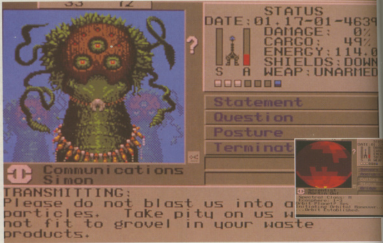
Electronic Arts obviously don't think there have been enough trade 'n' blast games of late, so have weighed in with the wackily-titled *Starflight 2 – Trade Routes of the Cloud Nebula.* For those who missed the original, this is a cross between a strategy game and an RPG, with the emphasis on the sci-fi theme.

The role-playing element boils down to choosing the composition of your crew. Training these guys costs hard-earned cash, and then leaves you with nothing for ship equipment or cargo, so it's usual to bother only with the important crew members like the cook. And then it's time to beam aboard your fine space-faring vessel, which has a startling resemblance to a turkey. Outfitting this with decent engines and weapons takes an enormous amount of money, the raising of which conveniently happens to be one of the main objects of the game.


STATUS
DATE: 01.17-01-4639
DAMAGE: 0%
CARGO: 49%
ENERGY: 114.0
SHIELDS: DOWN
WEAP: UNARMED

Statement
Question
Posture
Terminat

Communications
Simon

TRANSMITTING:
Please do not blast us into a
particles. Take pity on us w
not fit to grovel in your waste
products.

Scientist
Spectral Class: M
Ecosphere: 1-3
Orbit Planet? Yes
Initiating Orbital Maneuver...
...Orbit Established.

Slimy aliens abound in *Starflight II*, but communicating with them is not easy – unless you've trained your crew well. In the mean time, explore strange new planets to gain mineral wealth which subsidises further journeys.

STARFLIGHT 2

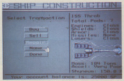
TRADE ROUTES OF THE CLOUD NEBULA

Once outfitted, it's time to explore the galaxy. When the ship arrives at a planet, the party descends and wanders around in their buggy, finding and retrieving minerals for later resale at a trading post. Eventually, you'll journey into the spooky Cloud Nebula itself, and hopefully discover the secret behind the alien conflicts currently raging across the galaxy.

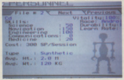
The aliens causing the most grief, the Spemin, have discovered an infinite supply of a new fuel, and are rampaging through space demanding that human kind be enslaved. Not only has your motley band of adventurers been chosen to prevent this, but also to seek out new life...and colonise it. Enormous quantities of resources are ploughed into a planet if you recommend it for takeover, so it's not a decision to be made lightly.

Once a planet has been logged, it's on to the next one, and so on. Excitement occurs when the player runs into some alien spacecraft. The first time this happened I tried responding with a pleasant greeting only to have the aliens blow my ship to smithereens.

DAY OF CREATION **Designing characters is a simple task of allocating skill points, with little attempt at RPG-style characters. Training costs money, so concentrate on the important crew members, especially the navigator and science officer. Without these guys, the player will be Lost In Space pretty quickly. A selection of alien races in the crew is also advisable, helping trade with those finnickity ETs; plus some species possess special skills making them ideal candidates for certain jobs and tasks. Members of the Thrynn race are superb communication officers, for example.**


SHIP CONSTRUCTION
Select Transaction
Buy
Sell
Repair
Name
Done
ISS Throb
Total Pods: 1
Engines: Class
Shields: Class
Armor: Class
Missiles: None
Lasers: Class
Mass: 184 Tons
Accel: Very Poor
Shyneum: 150.0
Your account balance is: 25000 SP

A rudimentary craft begins to take shape before your very eyes.


PERSONNEL
File # 2
Next
Previous
Cd
Skills:
Science : 50
Navigation : 150
Engineering : 100
Communications : 0
Medicine : 20
Cost: 300 SP/Session
Vitality: 100%
Race: Andro
Durability:
Learn Rate:
Type : Synthetic
Avg. Ht. : 2.0 M
Avg. Wt. : 120 KG

Flick through the personnel files to check individual's skills.

Lat. 115 Long. 14E
Select Site
Descend
Abort
Captain
pen Viewport? Yes
anding on Planet...
utopilot engaged. Descending...
ntering atmosphere.

Unfortunately, the game is let down by its fundamental lack of excitement; there's no sense of urgency or even a feeling of frontier exploration. The party justs plods on, trading, communicating, and gathering information and this gets tiresome as soon as the novelty of the system wears off.

The biggest mystery about the game is not the Cloud Nebula, but that it needs one meg to run; nothing here seems to justify it. With run-of-the-mill visual effects and music, accessed from the disk every time certain actions are performed, the RAM requirement indicates some laziness on the part of the programmers, and one drive makes swapping a pain too.

Starflight 2 is destined to be a game bought by *Elite* buffs, leaving the rest of us cold. Twenty five pounds is a lot to ask when there are so many excellent games being released, so think carefully about spending your hard cash on this. The game never raises itself above the mediocre.

Matt Regan

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Insipid and slightly boring trading game. . .

GRAPHICS	59%
SOUND	55%
LASTABILITY	66%
PLAYABILITY	61%
OVERALL	**60%**

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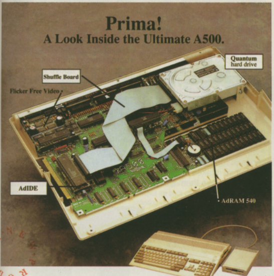

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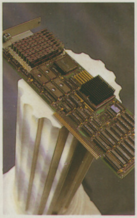

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SMASH TV

Smash TV, the coin-op, typifies shoot 'em ups, with big guns and plenty of things to blast. Remarkably, though, it has no fire buttons.

The game is based on a futuristic game show, where the contestants have to fight for their lives while winning prizes such as VCRs and cars. Each room the players enter has four doors through which armies of baseball-wielding bad guys charge, aiming to cripple anyone who comes near them. Naturally, the only way to survive is to kill everything. To make things extra diffiuclt, every five rooms huge armed guardians make unwanted appearances and are virtually impossible to kill. The first is a half-man half-tank creature that has to be blown up five times before its guns are silenced. If anything, though, it's a little too difficult to overcome so early in the game.

This is one conversion I have been really looking forward to as the coin-op is one of my all-time favourites. Ocean have managed to capture all the excitement and most of the features of the original. The coin-op cleverly solved the problem of having a human character run in one direction and shoot in another. Until now, coin-ops such as *Mercs* and *Ikari Warriors* used rotational joysticks, where the stick could be turned to alter the direction of fire. *Smash TV*, however, features two joysticks: one to steer the contestant and the other to fire the gun in the direction it's pushed. The Amiga version also uses this system, and it works very well providing both sticks have got suckers and a flat surface to stick to. There's also a single stick method where you can only fire forwards, but this method isn't quite so successful.

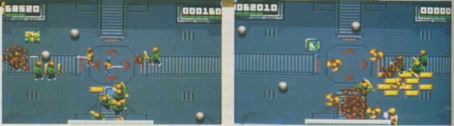
One of the attractions of the arcade machine is the huge amount of things to shoot. At any one time there can be up to fifty robots, humans and other deadly players all dishing out their own brand of violence at once. Much to my surprise, the conversion also has this inordinate amount of gun fodder, and it's this that makes the game such a success. Each level is made up from a series of rooms, which are laid out so it takes at least two goes to see them all.

At different stages of the game, the smarmy host makes an appearance.

Occasionally, there are also rooms littered with cash, prizes and an above average amount of enemies.

The graphics are slightly disappointing. They're neither as tight or as smart as their coin-op relatives. Still, there are a lot of sprites on screen at once and, when they're blown apart by a grenade, who really cares what they look like? The sound effects are also more than compe-

Films like Rollerball, along with the likes of The Running Man and Arena, all use futuristic gameshows as their theme.



Money, VCRs, pop-up toasters, fondu sets and cuddly toys all add to your score.

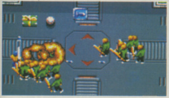
BAT OUT OF HELL The Japanese put the humble baseball bat to rather dubious use during the Second World War, using it to torture captured American airmen. Imitating the ancient art of Bastinado, a block of wood would be put under their ankles, and then the bat used to bludgeon their feet until they either submitted to questioning or fell unconscious. In the movie, The Untouchables, the baseball bat took a starring role as Robert DeNiro, playing the part of infamous gangster Al Capone, used the implement to savagely beat one of his cronies to a mushy pulp!

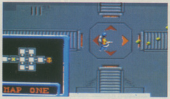
tent and throw up a cacophony of sound as the player smashes into the oncoming thugs.

Smash TV has all the pace and action of the coin-op, despite lacking its polish. This is one of Ocean's best conversions to date and will definitely find favour with fans of the arcade machine.

Mark Patterson

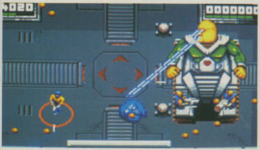
CU AMIGA SCREENSTAR



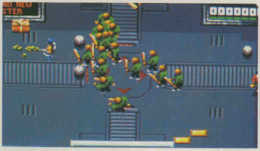


Far left: Grenade launchers are particularly effective, especially against the end-of-level BOSSES.

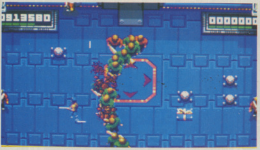
Left: The map shows the way to the BOSSES, but you'll have to find the bonus rooms for yourself.



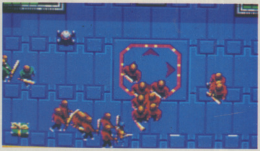
This is the end-of-level guardian for the first stage of the game. He's virtually impregnable and spews out a constant stream of deadly bullets. Without special weapons, you don't stand a chance!



Contact mines are a constant hazard and are liberally scattered about each level. They're incredibly difficult to avoid, especially when under pressure, and if you come into contact with one, you'll be blown to kingdom come.



Shields can be collected to make your character temporarily invisible. He can then pile in on the baseball-wielding thugs and give them a good pasting without incurring any injuries.



Red-coloured thugs are the most difficult to defeat. They're much faster than the rest of the opposition and are extremely dangerous.

SMASH IT UP The contestants start the level with an extremely weedy gun. To help them, the show's producers teleport extra weapons into the arena. These include triple-fire guns, grenade launchers, rocket launchers and an extremely nasty set of whirling blades. The most useful, and least impressive weapon is the shield, which makes the recipient invincible for a short time and also very deadly to any nasties that touch him.

Most of the opposition are armed with clubs. Now and then suicide bombers waddle on, who explode into a cloud of deadly shrapnel if a player comes too close. Some levels feature wall-mounted guns which take occasional, not to mention accurate, pot shots at any player who appears to be doing too well.

OCEAN £24.95

> ' Exceptional conversion offering hours of fun '

GRAPHICS	80%
SOUND	84%
LASTABILITY	90%
PLAYABILITY	91%
OVERALL	**90%**

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CLEARLY OUT IN FRONT

Gremlin Graphics Software Ltd, Carver House., 2-4 Carver Street, Sheffield S1 4FS. Tel: (0742) 753423.

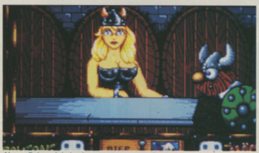
HAGAR the HORRIBLE

Everyone's favourite beer-swilling Viking is set to invade your local soft-shop this Christmas in a platform-packed game based on the exploits of the overweight barbarian from the famous comic strip.

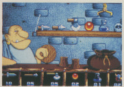
Set over eight levels, the game involves Hagar in frequent acts of gratuitous violence as he attempts to plunder sackfuls of gems and jewels from neighbouring islands. Before setting sail in his rickety longboat, Hagar is presented with a list of loot to bring back from each island by his battleaxe of a wife, Helga. Failure to keep her supplied in riches results in poor Hagar being booted out of the family home.

Each island is made up of a number of interconnecting caverns, dungeons and tunnels with vast quantities of jewels, gold bars and other such trinkets liberally scattered about. These boost your overall score or swell your coffers so that you can stock up on extra weapons or lives when you stumple across each level's shop. Each island also has a tavern where Hagar can buy a pint of ale or munch on a chicken leg to top up his energy level or he can gamble his money to increase his wealth still further.

Of course, the locals don't take too kindly to such wanton acts of violence and various knights in shining armour and axe-wielding executioners patrol the levels itching to reduce your skull to pancake-like proportions. To help combat these adversaries, Hagar carries his trusty sword for a spot of hack 'n' slashing and, if things get a bit tough, he can also squat under his shield for some limited protection. As well as these armaments, the 'F' keys access a range of more powerful spears and axes. These come in limited quantities so it's best to use them sparingly until you've amassed enough cash to stock up on extra items from the shops.



Above: Pub grub helps boost your recuperative powers.
Below: Transporters help gain entry to the more inaccessible parts of the game. First, however, you have to find a key to enable you to use them.



The local shop is choc full of useful weapons and firebombs.

Save your loot as extra lives can be bought as the game progresses.

After you've collected the requisite amount of jewels from each island, there's an end-of-level bad guy to slay. Level one involves a cliff-top encounter with a marauding army. If you retreat too far, you also run the risk of plunging off the cliff to your doom! Subsequent levels throw up fire-breathing dragons, gigantic norsemen and assorted other end-of-level nasties.

The most striking thing about the game are the graphics which perfectly capture the flavour of the comic strip. Hagar looks just right and most of his adversaries have been culled straight from the pages of the newspaper strip.

The only thing amiss is the poor quality sound effects. Some dodgy collision detection also lets the side down, but this is compensated for by the maze of interconnecting tunnels and the variety of characters on the loose. It's not the most amazing game of late, but it's a more than competent platform romp.

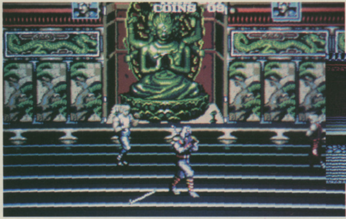
Dan Slingsby

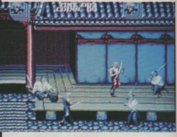
REALLY HORRIBLE **Hagar the Horrible was the brainchild of Dik Browne who, so it's rumoured, created the strip in less than four hours. Faced with mounting hospital bills, Browne locked himself away in his basement workshop and came up with the character of Hagar based around an idea from one of his two sons. By the time the strip appeared in the national papers it had already attracted 200 subscribers and now appears in over 1,000 newspapers each day. Sadly, Dik Browne died of cancer in June, 1989, but his most famous creation lives on as his son, Chris, took over the strip shortly afterwards.**

DMI/KINGSOFT £25.99

“Fun-to-play platform game true to the cartoon”

GRAPHICS	86%
SOUND	57%
LASTABILITY	79%
PLAYABILITY	82%
OVERALL	**81%**





The boys are back in town and you'd better believe it! Here, Billy and Jimmy come up against a trio of sword-wielding warriors.

DOUBLE DRAGON III

THE ROSETTA STONES

Creating a sequel to a successful game is a double-edged sword. Follow-ups are often criticised either for their similarity to the original or for being radically different. And any attempts at correcting faults from the first game often leads to a whole new batch of complaints about these 'improved' features. As a whole, the *Double Dragon* series escapes these problems – it's a pretty formulaic product, with very little difference from the first two. However, whilst *Double Dragon II* was merely the first game with a few more backdrops, the third game has made a few new advances - sadly, at the expense of a couple of the games' nicer ideas.

Up until this third instalment, the series has revolved around the rescuing of the fighting twins' respective girlfriends. Now, however, they are set to fight their way across the globe in search of more capitalistic fare: cash! On meeting a shrivelled little Yoda lookalike, Billy and Jimmy (those soft-named fighting machines) have been recruited for the recovery of the Rosetta Stones. According to the little munchkin, these stones hold the key to untold riches which he will generously share on the boys' return. Thus, as the boys make their way through the familiar scrolling territory, punching, kicking, and using an assortment of newer moves, they must keep an eye out for these valuable gems. However, despite the scenario, the player never gets to see their ill-gotten gains.

Apart from the inclusion of a few tree demons and a handful of puzzles, this is familiar *Double Dragon* territory. Although the brothers' adventures take them all over Japan, through America, and eventually on to Egypt, it is only during the later stages that the action starts hotting up. The inclusion of several new moves – including a rather nice flying kick where the lads link up for a double bout of devastation – ensures that the game will keep fightin' fans happy but, conversely, the bought weaponry doesn't seem particularly effective. *Double Dragon III* is a rollercoaster of a game, with slightly more ups than it has downs. On the downside, the repetition of the coin-op is ever-present, but plus points include a twist in the tale, a nice reaction-testing sequence at the end of the game and a tougher challenge than that of the first two in the series. I can't say that *DDIII* is an essential buy, but it is a well-produced conversion which hasn't quite got what it takes to shine above the rest.

Steve Merrett

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3. Robocod
4. Rick D II
5. Z-Out

That's one way to get your kicks.

The game's backdrops are especially stunning and detailed.

PRESENTATION In this respect, *DDIII* is streets ahead of its predecessors, with the cartoony characters of the former games replaced with more detailed sprites and a larger variety of backdrops. Nevertheless, whilst the graphical style of the game is recognisable – even down to the two girly-looking heroes – the gameplay is more akin to Taito's *Renegade* than past *DD* games. One of the best features of the original was that objects, such as rocks and crates, could be picked up and hurled at the oncoming fighters and guardians. In *DDIII*, though, a shop system has replaced this with the player collecting money for beating up the assorted thugs and exchanging it for swords, extra lives and even a trio of oriental, street-fighting helpers. Unfortunately, entering this emporium of everyday fighting objects takes a lot of the spontaneity out of the action, and interrupts the flow of each level.

STORM £24.99

"Polished, but basically more of the same. . . "

GRAPHICS	82%
SOUND	75%
LASTABILITY	72%
PLAYABILITY	76%
OVERALL	**71%**

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"Superbly presented and highly playable... it's so authentic, at times I believed I was playing the arcade machine!" *ZZAP (C64).*

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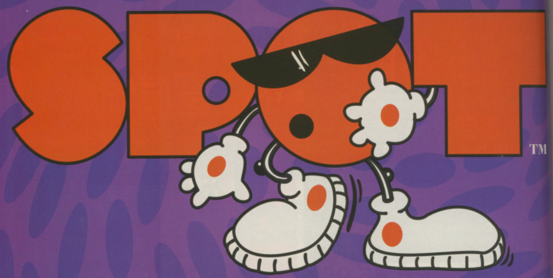

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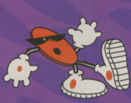
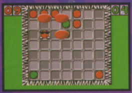


Available on Atari ST, Amiga and C64 disk.

KEEP YOUR EYE ON SPOT™

Amiga screen shots shown.



NO TIMER
NO CLOCK
EXIT
EXTRA
NO TIMER
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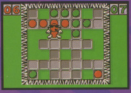
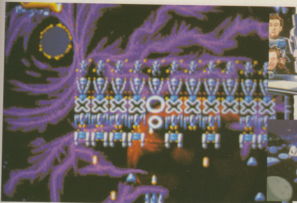


Virgin
Leisure Genius



Shoot the space ships at the top to get power-ups

CU AMIGA
SCREENSTAR

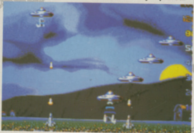
SUPER SPACE INVADERS

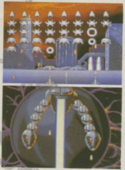
It's taken a long time coming but, after almost 13 years, we have the sequel to one of the most popular coin-ops of all time. Taito's *Super Space Invaders '91* did the arcade rounds earlier this year and proved that it was possible to take the old classic and update it for today's sophisticated gamesplayers.

The new game retains the addictive qualities of the original but enhances the gameplay, graphics and sound to produce a worthy sequel. The Amiga version is an exact replica of the coin-op in every respect, although a few 'extras' have been included to enhance the game further. For instance, there's an animated intro showing our hero boarding his dreadnought and speeding off to intercept the advancing alien space fleet.

As in the original, the player is in control of a small ship at the bottom of the screen which can be moved either to the left or right. Above are the alien nasties which slowly advance down the screen one row at a time. To stop their advance, the player must destroy all the aliens and prevent them reaching the bottom of the screen – the price of failure is a lost life. The difference with the sequel, though, is that the aliens don't merely move from side-to-side but attack in *Galaxian*-like formations, split in two, or expand to three times their size once hit.

Armed initially with a boggy laser, it's possible to get extra weapons by shooting down a cigar-shaped space ship which periodically cruises along at the top of the screen. These extras include a fire flower which destroys most of the aliens on screen and a multiple-laser which fires concentrated vertical blasts of energy and is capable of taking out entire rows of aliens in one go. After every three waves, there's either an end-of-level guardian to confront or a cattle mutilation screen(!). The latter involves shooting down a number of flying saucers as they attempt to steal a number of peacefully-grazing cows. If a cow is picked up by a saucer, a carefully-aimed shot will send the unfortunate bovine hurtling back down to earth and elicit a word of thanks. A bonus is given for however many are remaining.





The drab graphics of the original game have been replaced with a collection of weird-looking aliens that change with each level. The sound, too, has vastly improved.

In all there are 12 levels to complete, each made up of three waves and a bonus screen/end-of-level guardian. Once you've completed that little lot, you can then have a go at the advanced level which includes more of the same but with much tougher guardians and more complex attack waves. Unfortunately, it isn't nearly hard enough and most players will have no trouble in completing the game. I clocked it in less than an hour's play which makes me question its lastability. Still, it's a cracking conversion of a great game and a joy to play. Nostalgia freaks and shoot 'em up fans will lap it up.

Sarah Hibbert

IN THE BEGINNING

At a time when the Brotherhood of Man and the Nolans were storming the pop charts and the New Avengers and Charlie's Angels were topping the TV ratings, the only coin-ops worth playing were *Pong* and *Breakout*. Hardly revolutionary, the machines prompted electronic giant, Taito, to enter the fray with the world's first shoot 'em up, *Space Invaders*. Developed by Toshihiro Nishikado, now a very rich 47 year-old, the game proved an instant hit and was the catalyst for a whole generation of arcade machines. Originally to be called *Space Monster*, the game took 10 months to develop and was eventually finished in June, 1978. When released, it was an immediate success, so much so that the production department at Taito could not keep up with demand. Even today, 13 years after its debut, the machine can be found in backstreet cafes and seedy arcades – a testament to the game's lasting appeal.

DOMARK £24.95

"A close and playable arcade conversion. . . . "

GRAPHICS	75%
SOUND	84%
LASTABILITY	70%
PLAYABILITY	80%

OVERALL 85%

PEGASUS

With its stunning parallax and minimal gameplay, *Pegasus* is set to join the '*Dragon's Lair* School Of Stunning Aesthetics And Little Else'. Split into two distinct game-styles, *Pegasus* certainly has promise, but the severe lack of variety within its fifty practically identical levels means that it can hardly challenge the likes of *R-Type II* and *Denaris* in the shoot 'em up league. Cast as a brave Knight out to liberate his world from an evil Demon, players must battle their way across the horizontally-scrolling levels, killing anything that gets in the way. The twist, though, comes in the Knight's form of transport which, as the title suggests, is the mythical flying steed. Thus, seated upon this noble creature, the player must guide the horse through the many attack waves, dodging the enemy attack waves, loosing off deadly energy bolts to clear a path and collecting the assorted power-ups that are left behind. However, every other level, the Knight dismounts for a little *Black Tiger*-style sword-play and platform tomfoolery.

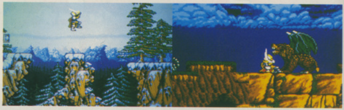
Switching between these two styles, the only major changes are in the backdrop graphics after every ten stages, and the occasional appearance of a larger creature. Now this wouldn't be too bad if only the actual levels themselves were interesting. Unfortunately, though, the attack waves are predictable and appear in limited formations, whilst the platform sequences are only made taxing with the addition of moving ledges and seemingly-impassable chasms. As you can tell, I'm not exactly enamoured with Gremlin's latest, and it just doesn't measure up to the likes of *Switchblade II* and *Lotus II*. If that much-needed boost of variety had been incorporated then Gremlin would be on to a winner, but, as it is, *Pegasus* is dull and repetitive fare.

Steve Merrett

GREMLIN £25.99

"Impressive visuals but repetitive gameplay. . ."

GRAPHICS	82%
SOUND	67%
LASTABILITY	32%
PLAYABILITY	53%
OVERALL	**48%**

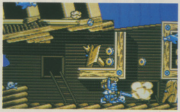


Switching between shoot 'em up gameplay and *Black Tiger*-style malarkey, Pegasus still doesn't make the grade or offer anything new.

• • • • • • • • • • • • • • • • • • • •

MEGATWINS

Quite what it is about this *Super Wonderboy* variant, I'm not sure. Whilst Twilight's conversion of the little-known Capcom coin-op features all the bells and whistles associated with its arcade counterpart, somehow it comes across as so... well, average. Graphically, it's nothing short of excellent, with all the coin-op's sprites faithfully recreated and set against some superb smoothly-scrolling backdrops. The gameplay, too, is virtually identical to that of its arcade parent, and this is where the problems start. Whilst *Mega Twins* pits its two child prodigy heroes against all manner of well-drawn and animated characters, the action plods along at such a sedate pace that the gameplay loses any chance it had at addictivity.



Don't get me wrong, I'm not slagging the conversion, but I can't help but feel disappointed with it. The premise is there, and the platform action is riddled with original ideas as the two heroes make their way across the game's eight stages over land, in the air, and under the sea, but the lack of speed means that the game never really gets started. The basic gameplay is similar to that of countless other platform affairs: guide your cutesy sprite across the multi-directional scrolling play area, slashing nasties with your sword and collecting monies and goodies. Every now and then a larger guardian is brought on both during and at the close of each stage and these can be either slashed to death or stunned with one of your limited supply of smart bombs. However, whilst this makes it sound rather dull, the sheer variety of nasties and the attractive graphical styles of the game's many backdrops ensures that, whilst it won't set your pulse racing, at least you won't get bored.

I've really tried to like *Mega Twins* and, indeed, there is a lot to recommend about it. But the slowness of the action, coupled with the slightly repetitive nature of the coin-op (granted an inherited fault) stop the game from becoming a worthwhile purchase and limit it to fans of the coin-op only.

Steve Merrett

US GOLD £24.95

"Adequate conversion but disappointingly slow"

GRAPHICS	81%
SOUND	74%
LASTABILITY	76%
PLAYABILITY	71%
OVERALL	**73%**

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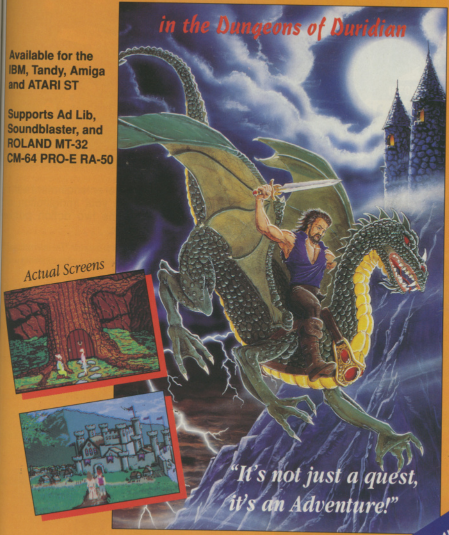
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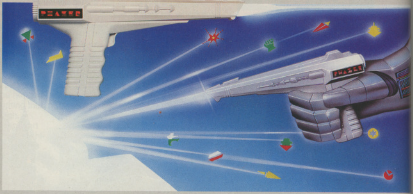

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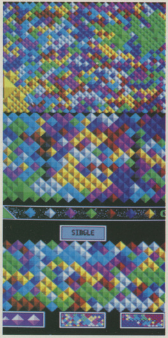
SEVEN COLORS

Infogrames' latest draws its Americanized name from the seven colours of crystals that make up each of its levels. Without the need for a lengthy scenario, *Seven Colors* is a battle for domination played over a field of the aforementioned coloured crystals. Played against the computer or friend, the player must link with adjacent crystals to expand their percentage of the screen. However, by linking with clusters of six or seven like-coloured crystals this process can be greatly speeded up until the first person to cover over 50% wins. The two players are both given a corner, from where their quest for supremacy can begin. Depending on the chosen difficulty level, the number of crystals between them will vary from hundreds to a mere handful and, using the mouse pointer, each must take a turn in expanding their domain.

Although this doesn't sound particularly taxing, *Seven Colors* is a pleasant puzzler which starts to hot up as both players approach the middle of the play area. In addition, just to make things a little more trying, walls can be added to confuse matters and render some areas inaccessible. The main problem with the game is that, despite the three difficulty levels and the wall idea, it doesn't have the variety to sustain prolonged interest. It's fun for a while, but it certainly isn't twenty-six quids' worth of fun.

Steve Merrett



INFOGRAMES £25.99

" Original and playable, but lacks lasting appeal "

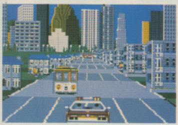
GRAPHICS	71%
SOUND	70%
LASTABILITY	51%
PLAYABILITY	79%
OVERALL	**66%**

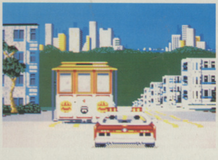
CISCO HEAT

Arcade manufacturers have come up with some pretty unlikely excuses for race games in the past, but Jaleco's *Cisco Heat* takes some beating. Set in California's celebrated city the action centres around an annual race through the city's streets featuring units from the local police department. This will, no doubt, strike a chord with some of the flat-foots who delight in tearing about the streets of our towns and cities, but may mystify the rest of the population.

The race takes place across five timed stages through various areas of the city. You begin at the Golden Gate bridge before tearing across to Fisherman's Wharf in the docks, Union Square, the Moscone Centre, somewhere known as Twin Peaks, and Treasure Island.

The thing is, no one seems to have bothered to inform the local population that there are going to be dozens of squad cars tearing about the place, because there is traffic everywhere in the shape of cars and lorries, not to mention SF's famous yellow trams. Squeezing the fire button sounds a horn causing non-competitors to shift out the way, but that doesn't account for the taxis who choose to pull out in front of you, or the roadworks and cones spread around the streets. Add to that the sharp ninety-degree turns that loom up and you have your hands full staying on the road and making the check points for each stage.





San Francisco is convincingly recreated – you couldn't be anywhere else as you race up the hills, taking off over the rises and crashing down onto the car's axle. The graphics are colourful, but you often get a less-than-3D sense of the lorries and cars you pass, particularly when some materialise from cones and trees. The scrolling, too, is less than breathtaking, particularly at top speeds.

This may be a conversion of a '91 coin-op, but it offers little in the way of new thrills that haven't been seen before in Sega's *Outrun* variants and none of the humour of the likes of *APB*. But, most importantly, when you compare it to recent race sims like Geoff Crammond's *Grand Prix* you'd be hard pushed to find any authentic appeal in it. Just another average conversion in fact.

Mike Pattenden

IMAGEWORKS £24.95

" An excellent idea, but an average conversion "

GRAPHICS	76%
SOUND	72%
LASTABILITY	69%
PLAYABILITY	72%
OVERALL	**70%**

FATE

The latest company to jump onto the RPG bandwagon are Swiss-based Linel with *Fate – Gates of Dawn.*

The player takes the role of Winwood, a fifth avenue record store owner who, having fallen asleep after a particularly tiring day, awakes to find himself on a primitive alter-Earth.

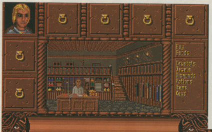
Winwood's objective is to defeat the mage responsible and return to the mother planet. Although initially he's on his own, it's essential that others are recruited to aid his quest.

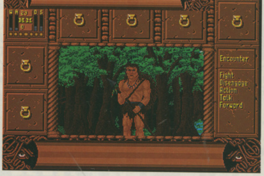
In terms of game play, *Fate* combines elements of *Dungeon Master, Galdregon's Domain* and *Might and Magic*, but it doesn't match up to any of these worthy games.

There are numerous options which allow Winwood to control and interact with his environment, most of which are only accessible in certain situations or locations.

My initial reaction to *Fate* was favourable; it has above average graphics, constant and atmospheric sound effects and a large playing area suggesting a game of some merit. Unfortunately, I was a little over-enthusiastic in my assessment. The woodland graphics make mapping extremely difficult, whilst the town graphics are totally unimaginative. Movement is slow, and the game control system is quirky. The large number of commands and menus appeared at first to offer a lot of scope for realism, but, in fact, they just overwhelmed me with seemingly ineffective choices. Definitely a case of try before you buy.

Mat Broomfield





RAINBOW ARTS	£25.99
‘Has potential but spoiled by sluggishness’	
GRAPHICS	85%
SOUND	95%
LASTABILITY	75%
PLAYABILITY	60%
OVERALL	70%

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SUSPICIOUS CARGO

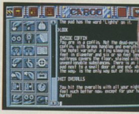
Text adventures are undergoing something of a renaissance at the moment – Magnetic Scrolls revamp their classics, and Infocom re-release their golden oldies at a snip of the price. Now Gremlin have jumped on the bandwagon with *Suspicious Cargo*, a futuristic story of intrigue and huge 'big brother' corporations.

The plot unravels through the eyes of Jonah Hayes, a seedy character who is 'persuaded' to smuggle to Earth illegal mutant immigrants from Titan. The screen display borrows elements from Magnetic Scrolls' innovative approach, with the text input occupying most of the screen. Alongside are icons that control basic functions: opening doors, picking up objects, etc. The screen is adjustable to fit the needs of the player, but text input is often the best method for getting across ideas to the parser.

Scattered throughout the game are arcade sequences, clumsily called 'interactives', which include landing on the moon and fighting off boarders. These sequences can be bypassed, which makes their inclusion in an adventure rather redundant (fans of the genre are notoriously unwilling to play arcade games). The plot itself is enticing, although toggling through all those icons to find the one you want gets tedious very quickly.

Suspicious Cargo is by no means a bad game, and it's good to see software houses paying more attention to adventures of this kind. Where this game falls down, however, is that the Magnetic Scrolls' Collection offers three excellent adventures for around the same price, making this attractive only to those who've exhausted all the other cut-price games. Still, I hope to see more games using the same system, as adventurers deserve new products – just like shoot 'em up buffs.

Matt Regan



```
The pad has the word 'Lights' on it.

>LOOK

INSIDE COFFIN
You are in a coffin. Not the dead-perso
coffin, with brass handles and everythi
the hotel variety: a tiny sleeping cyli
feet in diameter and six or so feet long
mattress covers the floor, stained with
unmentionable substances. There is an ill
pad next to a small door at one end, which
the way, is the only way out of this rathol

>HIT OVERALLS

You hit the overalls with all your might. You
feel much better now, except for your hand. That
hurts!

>
```

JONAH HAYES

GREMLIN £25.99	
‘Interesting concept, but a poor menu system’	
GRAPHICS	62%
SOUND	59%
LASTABILITY	70%
PLAYABILITY	75%
OVERALL	77%

PRESENTS... THE CHRISTMAS HITS LIST...

SHADOW SORCERER

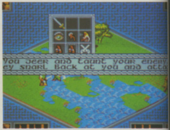
Following the success of their Dungeons and Dragons games, SSI have released *Shadow Sorcerer* as the spearhead for a new game design, which they claim is simplicity itself to use. Set in the Dragonlance milieu, the story follows the heroes of the novels (Caramon, Tanis, etc) who are leading a host of refugees to safety.

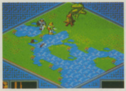
Initially, the action is viewed on a map, with icons representing the party and refugees as they move around the hexagonal grid. Whenever the party discovers something interesting, such as treasure or monsters to duff up, the action switches to an isometric angle with all the combatants represented by fully-animated sprites. As combat takes place in real-time, characters can either be given specific instructions to respond to onscreen events, or can carry out preselected orders – for example, setting the magic user to cast a spell when enemies approach.

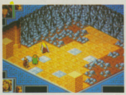
The time element is crucial to the game, as the group is pursued by Draconians and dragons which catch up and devour the refugees if the player dawdles too long. Using animated graphics in this manner is a vast improvement over the *Champions of Krynn* school of presentation. The sound is suitably dramatic, but hearing the same old 'taa-daa-daa' every encounter becomes wince-inducing within a few minutes.

Shadow Sorcerer is very playable, with plenty of little touches to keep you coming back even after your party's been wiped out for the eighth time. There's little actual role-playing – you're never really forced to make the ethical or even practical decisions that are the essence of RPGs. Also, I'd dispute that this is a kiddies game, as while the system's more straightforward than the old, I can't visualise, say, a ten year-old enjoying or understanding this. Still, for AD&D junkies this is an amusing diversion with a novel outlook on the genre.

Matt Regan


You jeer and taunt your enemy
ey snarl back at you and atta


Isometric action as you like it!


Some of the graphics are stunning.

US GOLD £29.99

“ A welcome expansion to the AD&D genre. . . ”

GRAPHICS	94%
SOUND	72%
LASTABILITY	70%
PLAYABILITY	86%
OVERALL	**81%**

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MIG 29 SUPERFULCRUM

When the United States Air Force finally got their hands on a Russian MiG 29, they were blown away by its design and avionics, even more so when they heard the Soviets had already built its successor. Domark were also caught short; it meant their just-released MiG 29 sim was already aged. Unperturbed by this, they girded their loins and approached programmers Simis to produce its sequel.

MiG 29 Superfulcrum keeps ahead of the time. In the game the MiG 29M has been unveiled to the world and loaned to the United Nations as part of a South American drug-busting force.

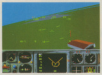
The missions follow a consistant storyline. First the drug runners' supply lines have to be cut, followed by the destruction of their airbases and finally their army. This plot works well in terms of generating interesting missions, but I don't think there's enough there to keep combat aces furnished with targets.

Domark have tried to address the problem of playing off detail against speed by incorporating user-definable detail modes. The game can be played with 32 colours and 256 lines on screen, or with 16 colours. For more speed the size can be taken down to 200 lines, again with 32 or 16 colours. This novel idea works very well, although the inquisitive mind will find itself constantly swapping between modes to see what the graphics look like.

As usual with Simis, the flight model for the MiG is impeccable. It handles extremely well. The graphics have been updated, and Domark claim that the game features fractals, although it appears that all this means is a few extra triangles in the mountain ranges.

Superfulcrum is a good follow-up to *MiG 29*, although it suffers from being rather similar. Once again, there's a comprehensive manual enclosed, this time on the world's top fighter planes, but the price Domark are charging does seem a trifle excessive. Still, if you haven't played the original *MiG 29* and are after a challenging flight sim then take a good look at this.

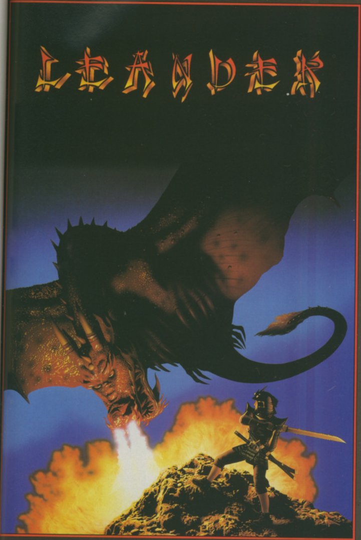
Mark Patterson


If you enjoyed the original game then you'll almost certainly want to take this sequel for a test flight – but is it worth it?!

DOMARK £39.99

“ Good, but basically more of the same. . . ”

GRAPHICS	83%
SOUND	70%
LASTABILITY	76%
PLAYABILITY	82%
OVERALL	**80%**



BOMBS
05
COINS
0820
SCORE
00014700
LIVES
08

BOMBS
05
COINS
0860
SCORE
00072800
LIVES
08

BOMBS
06
COINS
2020
SCORE
00057700
LIVES
09

BOMBS
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COINS
1444
SCORE
00323800
LIVES
09

LEANDER

Thanatos lurks in his lair, bathing in the power-giving life-force he is sucking from Princess Lucanna.

Princess Lucanna is dying: Imprisoned in the Sphere of Depletion her strength will soon be gone.

Meanwhile, Leander – Captain Of The Guards – kneels before his master seeking advice. He is told: *The princess is the balance between good and evil, if she dies, good dies and evil shall engulf the land.*

As Thanatos' power grows, the world succumbs to his evil grasp; Leander now has to face and conquer dangers beyond his darkest dreams before he can free the princess and save the land.

*You play the part of the Princess as she hangs around inside the Sphere Of Depletion waiting for Leander to rescue her. Will he make it? Or will you spend the entire game doing nothing but having your life-force sucked?

Leander: Where heroes Sphere to tread!

*Psygnosis reserve the right to amend this storyline.

SEEING IS BELIEVING

Screen Shots from the Amiga Version

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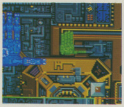
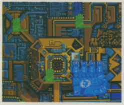
VOLFIED

Old coin-ops never die, they just reappear years later sporting a new lick of paint and little else. Such is the case with Taito's *Qix* which made a reappearance in the arcades a couple of years ago under the monicker of *Volfied.* The graphics and sound had been tarted up a little and the gameplay tweaked, but it was essentially the same game.

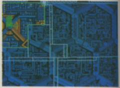
Now the spruced-up version makes its debut on the Amiga courtesy of those fine folk at Empire. Each of the 16 levels consists of a single screen packed to the gills with a variety of deadly Alienesque characters. Your task is to guide a small ship around the screen and successfully capture more than 80 percent of the total area by completely encircling it with a trail left behind by your craft's exhaust. Contact with the nasties sends an electric pulse speeding after you which is only extinguished when another section of the screen is captured. Also, a number of power-ups are present and these can be collected to help kill the hostile smaller aliens or to freeze the action for a number of seconds. The biggest aliens are the toughest to kill and the only way to defeat them is to hem them in and send them to a fiery grave once you've passed the all-important 80 percent mark – this triggers a cataclysmic explosion and marks the end of that particular stage.





At the beginning of each stage, your craft is protected by a force field, but this disappears after a while and when this happens your ship becomes vulnerable to even the slightest contact with any of the aliens.

Each level is a faultless reproduction of the original coin-op and comes with futuristic 16-colour backdrops and a bizarre collection of alien nasties to destroy including a gigantic killer ladybird and an eyeball-spewing skull. However, the gameplay is rather repetitive and there really isn't much difference between each level except for the graphics, causing me to doubt the game's long-term appeal. The inclusion of a continue option means that the game could be completed in no time at all and the urge to better your high-score will soon diminish once you've discovered all the game has to offer.



Dan Slingsby

EMPIRE £25.99

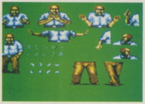
Addictive *Qix*-clone which lacks lastability

GRAPHICS	90%
SOUND	63%
LASTABILITY	50%
PLAYABILITY	85%
OVERALL	**70%**

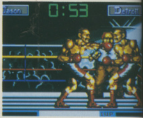
FINAL BLOW

Up until now, the only semi-decent boxing sim has been the humble Spectrum version of Elite's Frank Bruno game. For some reason, whilst the martial arts aspect of facial rearranging is well catered for, binary pugilism Amiga-style has never taken off. However, in converting *Final Blow*, Storm have taken the risk and, to an extent, pulled it off. I was never really a fan of the *Final Blow* coin-op as its large sprites disguised a very run-of-the-mill game. Somehow, though, Storm have managed to inject a modicum of playability into the Amiga game, creating a repetitive but playable conversion.

The original coin-op sported five boxers, each of whom had to be beaten before the title was yours. Storm's game, however, now sports a tournament, a two-player mode and an expanded gym of ten would-be champs. The actual bouts against these guys takes place over two rounds within a horizontally-scrolling ring, with the player's on-screen persona represented by one of the largest sprites the Amiga has housed. The movement of these towering fighters is essential to the atmosphere and, whilst some of the animations are a little odd, the general look works well. There are a variety of punches available, ranging from uppercuts to head blows and blocks, and these are all easily accessed using the joystick and fire button. In addition, if you're coming off worse during a scuffle, the ref will come in and break you up or you can leap out of the fray.



Actually, there's something very satisfactory about laying into your opponent and, as you both get steadily weaker, blood and gum shields fly until one of you goes down. Then, depending on the pounding you took, you may struggle up again for another bout – real edge of the seat stuff! The trouble is that, as with the real thing, this is all there is to it. What's there is well done, with large boxers behaving realistically and offering slightly different tactics, but it still boils down to a slugging match with the fastest fighter winning. However, somehow I get the feeling that, even if Storm had added more moves to the existing ones, the game would still boil down to the same thing. Entertaining enough in the short-term, and undoubtedly better than the coin-op, *Final Blow* is the best of its kind but a feather-weight in the lasting appeal department.



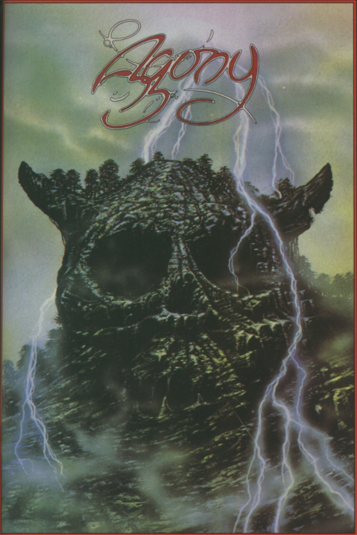
As the two fighters get weaker, blood and gum shields start to fly.

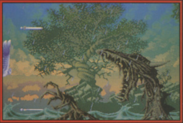
Steve Merrett

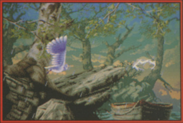
STORM £24.95

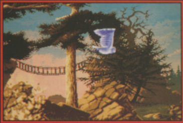
Addictive – but only in the short term

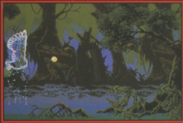
GRAPHICS	82%
SOUND	69%
LASTABILITY	54%
PLAYABILITY	73%
OVERALL	**67%**











AGONY

Pit your magical powers against an equal but opposite mystical force. Use your sorcery and fighting skills to battle through six graphically – excellent levels, each infested with hordes of beautifully-animated conjured-up creatures.

Pick up potions and spells to help your valiant struggle to find the secret of Cosmic Strength.

Experience four layers of incredibly-smooth parallax scrolling, animated backdrops, a massive play area, hundreds of on-screen colours, unbelievable gameplay and an exorbitant sound track all expertly mixed together and skilfully cast to bring you a spellbinding brew of computer gaming action.

Experience Agony with no pain!

SEEING IS BELIEVING

Screen Shots from the Amiga version.

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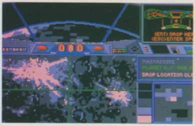
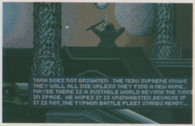
HARD NOVA




TAAH DOES NOT BRIGHTEN. THE TERU SUPREME KNOWS THEY WILL ALL DIE UNLESS THEY FIND A NEW HOME... MAYBE THERE IS A SUITABLE WORLD BEYOND THE TUNNE IN SPACE. HE HOPES IT IS UNINHABITED, BECAUSE IF IT IS NOT, THE TYPHON BATTLE FLEET STANDS READY...

Employing a story line that would turn Rip Van Winkle into an insomniac, *Hard Nova* follows the adventures of free-lance mercenary Nova and his alien side-kick A'kri Janr. Whilst working for the Starkiller Mercenary Group, half of your elite team have been wiped out in a freak space accident when a stray asteroid hit your ship trapping two of the crew inside. With the vessel hull breached, the whole craft blew and only your quick thinking and instinct for survival got you and A'kri to the escape pod in time.

The game and its galaxy are divided into four Systems all of which are linked by three star gates, or teleportation holes in space to you, chum. Nova and A'kri are caught in the middle of an inter-world invasion in a free-for-all over the possession of mineral rich planets. With a new ship you scourge the stars replacing your crew and trying to stay alive.

Manifesting itself in the form of a strategy-cum-RPG, *Hard Nova* does little to get pulses racing. Combat and movement are in one of three forms: by foot exploring the bars, clubs and space stations, by hovership skimming over the planets surface and by space travel. Every form of transport involves a separate on-screen control system and an antagonistic foe – just point and click with the mouse. All the worlds can be explored and interaction with most creatures is possible (if rather unrewarding!) and is vital to glean the information necessary to progress further.

The graphics are very simple and tiny undefined sprites do not make things easy to look at. A combination of keyboard and mouse control furthers your frustration as the game crawls along like a snail through glue. The foot patrol sections are particularly dull as Nova and A'kri adopted a two-man team giving you the option of changing personae between them. They wander around the flat mapped screen at a painstaking pace collecting info, money and weapons. Unfortunately, the constant disk access makes the game almost unplayable on single drive machines and, although there's a lot to explore, few people will have the patience or willpower to carry on.

Steve Keen

E/A £25.99

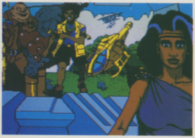
“Slow, frustrating and entirely dull fare. . .”

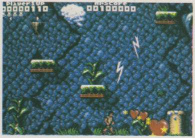
GRAPHICS	65%
SOUND	40%
LASTABILITY	54%
PLAYABILITY	55%

OVERALL 57%

* * *

CAPTAIN PLANET



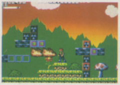


It's funny, but I always had the impression that Superheroes were real hard men, who had achieved their strange powers through some sort of mutation or by arriving from another planet. Obviously not, as Captain Planet doesn't feature a bad cell in his body, and is instead made up of five schoolkids who all care for the environment in their own sweet way. Still, despite the Captain's failure to grab the 'younger generation's' attention, Mindscape's game is finally here in all its colourful glory. Written by coding veteran, Tony Crowther, *Captain Planet* is a six-stage platform affair, which also contains traces of shoot 'em up action. Despite the six characters (including Planet himself), the basics of the gameplay remain virtually identical, though, and involve the negotiation of several platform sections as the heroes attempt to collect a number of objects before entering a linked blasting section.

The game is played over a series of gaudy but attractive scrolling areas, which are inhabited by hordes of evil nasties. These are overseen by the evil gang of Looten Plunder, Sly Sludge, Hoggish Greedly, Duke Nukem, and Doctor Blight, and should be avoided at all costs. However, you're not unarmed, and can destroy such nasties by shooting them with your heart (gruuuueeee, get me a bucket) or a handy flame-thrower (that's more like it), depending on your character's particular elemental power. In addition, the character's can run, jump and climb, whilst the good Captain is the only hero capable of flight.

The main problem with *Captain Planet* is that it's just so ordinary. OK, so the licence isn't exactly the hottest one doing the rounds, but everything about the game just comes across as so... bland. It's certainly playable, and the platform sections do offer a lasting, if repetitive, challenge, but the assorted meanies are too persistent and make progress infrequent and the game frustrating.

Steve Merrett

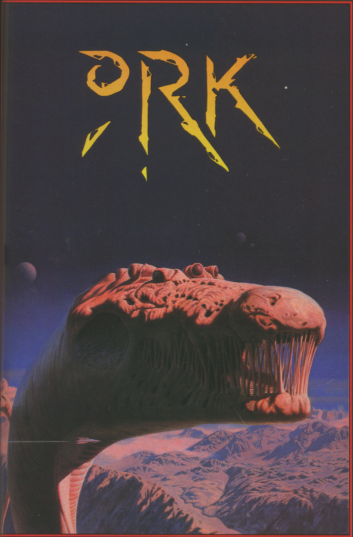


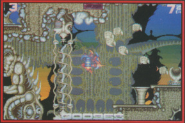
MINDSCAPE £24.95

“Playable, but certainly not the best of its kind”

GRAPHICS	59%
SOUND	57%
LASTABILITY	58%
PLAYABILITY	64%

OVERALL 59%





ORK

Beamed down to the planet Ixion from the Legion Ship, Cisskei, aspiring Captain Ku-Kabul has to face the dangers and tests specifically placed on this planet in order to prove himself worthy of Leadership. Failing any of the tests will end his career as a Legion-Command Officer . . . permanently!

To give him a fighting chance, Ku-Kabul is fitted with twin laser cannons and refuelable jet boosters.

Using brains and brawn he must find, collect and use objects to solve the many perplexing puzzles and defeat the hordes of mighty enemies that infest this deadly arena.

3-layer parallax scrolling, arcade-speed action and powerful FX combine with total-gameplay addiction to bring you the experience that is Ork!

Are you Ork enough?

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Screen Shots from the Amiga Version

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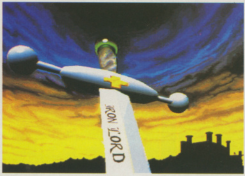
VFM

Money too tight to mention? Bank balance edging further into the red? Fear not! Steve 'going cheap' Merrett takes a monthly look at cut-price budget and compilation games that won't burn a hole in your pocket.

IRON LORD



UBI Soft's attempt at the *Defender Of The Crown* throne wasn't as easy to get into, but featured far more depth than the Cinemaware game. Played over a large map area, the basic aim of the game is to recover your father's kingdom from the evil despot currently masquerading as King. Proving your merit as the titular Iron Lord, you must cross the land perfecting your many skills in sub-games featuring arm-wrestling, sword fighting, and archery. There are also plenty of villages to enter for the buying of further arms and the chance to barter with locals for information and advice. All this leads up to a mother of all battles between your amassed troops and the usurper's cronies, where the game enters a slightly wargame-esque realm, with the two attempting to outwit each other strategically. Despite its complexity and depth, *Iron Lord* is surprisingly easy to get into and play. There's plenty to sustain interest and, even now, it shows up a lot of modern releases in terms of value for money. Recommended.

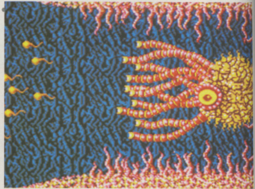
ACTION 16 PREMIER OUT NOW 9.99 82%

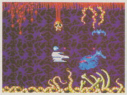
MENACE

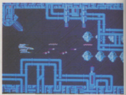
The first game to bring *Lemmings* heroes, DMA Design, to the fore, *Menace* still plays as well today as it did on its release two-and-a-half years ago. A simple horizontal scroller, with the usual waves of odd-looking meanies followed by the obligatory end-of-level guardians, *Menace* is a treat to look at and its simplicity makes it a joy to play. There are six levels in all, taking the player through detailed cityscapes and lush forests, and these are brimming with all manner of aliens and installations. Initially armed with a paltry laser and a limited supply of energy, the player must destroy as many of these as possible. If a complete wave is destroyed, a silver plaque appears which is, in fact, your extra armaments. As shots are pumped into these they subsequently transform into such useful goodies as lasers, cannons, shields and extra energy.

Menace is still a real cracker, and whilst it isn't as technically polished as the likes of *Denaris* and *R-Type II*, it is every bit as playable and for the asking price is a genuine steal.

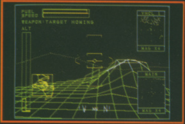
SIZZLERS OUT NOW £9.99 81%

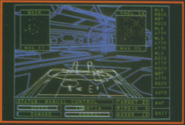


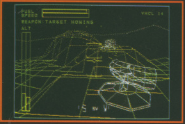


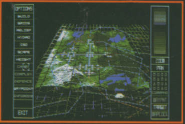


AIR SUPPORT


FUEL
SPEED
WEAPON:TARGET HOMING
ALT
MAIN
MAG X4


MAIN
STATUS MANUAL CONTROL
DAMAGE
AUTO
MAP
EXIT


FUEL
SPEED
WEAPON:TARGET HOMING
ALT


OPTIONS
EXIT
ZOOM

AIR SUPPORT

It is the future; Armed warfare has advanced to such a dangerous stage as to render it too deadly to use. Conflict is now carried out in simulation only.

From your Command Centre you have control over a fleet of hi-tech vehicles. You will need to hone your skills as a pilot and strategist in tough training missions before you advance sufficiently to take on the enemy for real.

Utilising a unique Frac-Scape technique and featuring incredibly realistic virtual 3-D, Air Support breaks down the barrier between simulation and reality.

SEEING IS BELIEVING

Screen Shots from the Amiga Version

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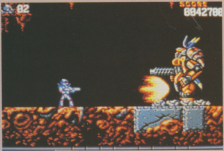
MAX

(Maximum Action Xtra).

As compilations go, it has to be said that this is a belter. Comprising Storm's brilliant *SWIV*, and their not-so-hot *Saint Dragon*, and backed up by *Turrican II* and *Night Shift*, this is the perfect compilation. *SWIV* needs virtually no introduction, but must surely rate as one of the best vertical scrollers to hit the Amiga. It's smooth, it's fast, and it's packed with variety – all in one load, too. *Saint Dragon* isn't quite so hot, but is still a fair conversion of the Jaleco coin-op. Controlling a Dragon-like ship, complete with bendy tail, there are five levels waiting for your attention, with a huge guardian appearing at the end. Although it's every bit as polished as *SWIV*, somehow *Saint Dragon* doesn't come across as successfully and, whilst it's by no means a toady, it's the weakest game on the pack.

Turrican II offers some more blasting lunacy. Rainbow Arts' armour-clad hero once again explores a vast eight-way-scrolling play area in search of something to shoot. Armed with everything from mines to lasers, he must blast his way through the graphically-excellent world until he can depose the guardians (surprise, surprise) that are dotted throughout. Although very similar to the original, *Turrican II* sports smoother graphics, more armaments, and is slightly faster. Definitely one of the better blasters to grace the 16-bit scene. Finally, we leave the space flak of shoot 'em ups-ville behind and opt for a little platform-based nonsense courtesy of Lucasfilm's *Night Shift*. A nice original slant on the platform theme, *Night Shift* is set around a huge toy-making machine which must be constantly stoked and fed with the raw materials necessary for the production of miniature Lucasfilm stars. However, mistimed equipment leads to Indiana Vaders and Obi Wan 2D2s, so constant maintenance is needed. The nicest thing about *Night Shift* is the genuine need for skill – something a lot of platformers neglect. Creating a successful batch of toys gives a real sense of achievement, and the addition of paint and larger orders on later stages, extends the game's longevity perfectly.

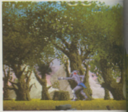


This is a stunning compilation, which has three very different, but very entertaining shoot 'em ups and mild relief in the form of *Night Shift*. Even if you own one of the games on this compilation, this is an essential purchase and is excellent value for money. Ask Santa for it now.

US GOLD OUT NOW £27.99 94%

SHADOW OF THE BEAST

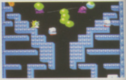
Oh dear. Oh dear, oh dear. What more can be said? It's got great graphics, no less than thirty-two levels of parallax and... it's complete crap. As a debut game for development team, Reflections, *Beast* was a credible effort. Everything about it is polished, but the minimal 'hop, skip, and jump' gameplay leaves a lot to be desired. This is a major pity as some of the larger nasties which inhabit the game's darker recesses are really impressive, and simply standing next to them, punching them occasionally, hardly sets the adrenaline flowing. The basic aim of the game, for those of you who have either only just bought your Amiga or have been walking around with your heads up your bum for the last two years, revolves around the solving of a series of object-related puzzles. However, as your on-screen persona races to and fro to solve these, large flocks of monsters appear who must be punched out of the way. An exercise in graphics, this is sorry stuff which looks twenty times as good as it plays.

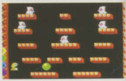


SIZZLERS OUT NOW £9.99 48%

BUBBLEBOBBLE

This is the game that started it all. Little Bub and Bob, transformed into two bubble-blowing Brontosauri and trapped within 100 nasty-filled screens. Thus, with only their soapy breath to aid them, they must encapsulate the errant baddies in a freshly-produced bubble and then pop it, sending the creature to its certain death. Along the way, lettered bubbles appear which, when collected in sequence, spell out the word EXTEND, granting the player with a much-needed extra life, and bypassing that particular screen. And that's it really. The graphics are very simple and, although it is starting to look rather dated now, *Bubble Bobble* still has what it takes in the gameplay stakes. As a one-player game it proves to be extremely playable, but opens up more as a two-player game. There's lots to do and some very nasty screens, and it comes with my wholehearted recommendation.

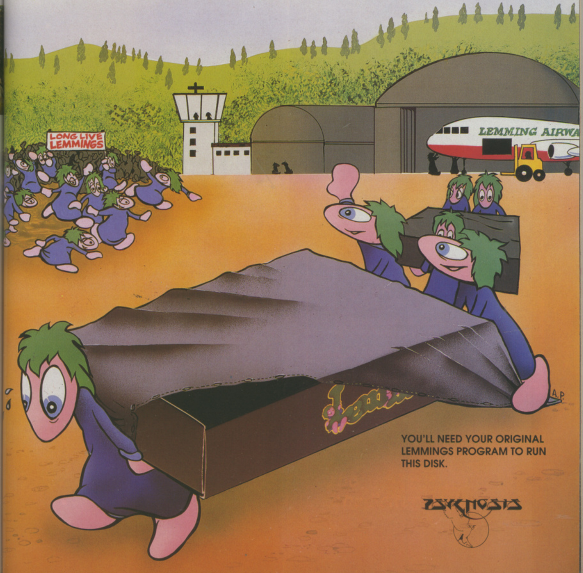




THE HIT SQUAD OUT NOW £79.99 84%

OH NO! MORE LEMMINGS!™

THE DATA DISK

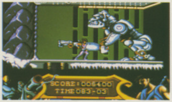

LONG LIVE LEMMINGS
LEMMING AIRWA
A.P.

YOU'LL NEED YOUR ORIGINAL LEMMINGS PROGRAM TO RUN THIS DISK.

PSYGNOSIS

THE CAPCOM COLLECTION

With Christmas on the horizon, U.S. Gold's compilation machine is in full force with this grab-bag of all their past Capcom successes – and a couple of failures! Ranging from the quality conversions of *Ghouls'n'Ghosts*, *Strider*, and *Forgotten Worlds*, to average transitions such as *LED Storm* and *UN Squadron*, it is only the turgid likes of *Dynasty Wars*, *Strider II* and *Last Duel* that let it down. The trouble is, despite the number of games in the pack, only three are actually worth having. OK, so the price is fair and the others could be termed as an extra bonus but I doubt whether anyone will play *Last Duel* more than twice. In all, a mixed bag of Capcom goodies, which sums up their coin-ops and these conversions rather nicely.



THE HIT SQUAD OUT NOW £27.99 72%

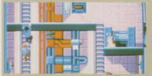
DRAGON NINJA

Although *Dragon Ninja* looks almost identical to its arcade parent, it has all the speed and grace of Monty Python's infamous parrot. President Ron has been kidnapped and you (yawn) have been drafted in to free him. Thus, armed with your fists and feet, you must hobble along the jerkily-scrolling streets kicking the hordes of slow-moving baddies until you meet a larger, even more badly-animated martial arts expert. All this takes place on a series of bland backdrops, which range from a moving lorry to a sewer, and none of which are particularly attractive or interesting. Even the addition of the odd bomb-throwing girly or sword-wielding beefcake can't spice up this dreadful piece of rubbish, and, even at this new low price, it's still a complete waste of both disk and money.

THE HIT SQUAD OUT NOW £7.99 19%

TIN TIN ON THE MOON

Tin Tin, he of the stupid plus-four trousers, Jimmy Somerville hair-cut, and miscreant mates, couldn't have made a more disappointing debut. With all the potential the Herge books offer, all Infogrames could offer was two completely dud stages as our hero ventures into the inky blackness of space. In fact, if it wasn't for the Tin Tin, Captain Haddock, and Snowy sprites, there would be little to pin this down as a Tin Tin licence. Starting in a 3D asteroid field, the player must steer their space rocket to safety, where the game turns into a slightly more interesting platform-cum-chase game. The dastardly Colonel Boris is planting bombs within the rocket in an attempt to blow Tin Tin and his pals away, so our blond-haired hero must find Boris, deck him and defuse his bombs. The advent of zero gravity makes things a little harder and whilst this section is quite good fun, the whole package comes over as a little insubstantial. One of the weakest licences ever, and no better as a budget release.



ACTION 16 OUT NOW £4.99 29%

ATF II

Released a mere ten months ago, Digital Integration's crack at crossing a flight sim with arcade action is once again brought out of the hangar. In control of the Advanced Tactical Fighter of the title, a variety of missions set over eight world maps await your destructive capabilities - unfortunately, entire fleets of submarines, enemy planes and tanks are also expecting you! DI's attempt to bridge the gap between a sim and arcade playability works fairly comfortably, with a modicum of strategy necessary for the planning of missions and an itchy trigger finger essential to take out the many communication bases and enemy forces. Graphically, *ATF II* is nothing special (after all, it is a basic 8-bit update), but the screen rate is relatively fast and keeps the action flowing at a decent pace. I have my reservations regarding its lasting appeal as the missions tend to get rather 'samey' but for a tenner, you could do a lot worse.

ACTION 16 PREMIER OUT NOW £9.99 78%

G: P. SHILTON
G: C. WOODS
D: S. PEARCE
D: G. STEVENS
D: T. BUTCHER
D: D. WALKER
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M: S. MCMAHON
M: P. GASCOIGNE
M: S. HODGE
M: J. BARNES
M: N. WEBB
M: D. PLATT
M: C. WADDLE
M: P. BEARDSLEY
M: G. LINEKER
M: S. BULL
FINISHED
SELECT TEAM
PLAYER CHARACTERISTIC
SKILL :4
SPEED :5
AGGRESSION :4
STRENGTH :4

SUPER SIM PACK

Boasting 'Four Fantastic Simulations In One Great Pack', this is a massive extension of the truth. In fact, out of the four games gracing *Super Sim Pack* (blimey, I bet that name took some thinking up!), only Palace's *International 3D Tennis* is worth bothering with. The other three – *Crazy Cars II*, *Italy 1990*, and *Airborne Ranger* – all came and went without leaving a trace; hardly surprising when you consider how ordinary they are. Palace's *Tennis* is a real blinder, with programmers Sensible Software opting for vector players rather than sprites, and the result is one of the most realistic sims you could ever hope for. *Crazy Cars II... Italy 1990*? Ahem, 'nuff said. Finally, *Airborne Ranger* was Microprose's attempt to combine *Commando* with tactics, and whilst it is initially fun, somehow the depth of play just isn't apparent. A weak collection, that is vastly over-priced for what little it offers.

US GOLD OUT NOW £27.99 57%

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MEGA 21

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2

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MEGA 21

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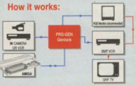

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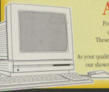

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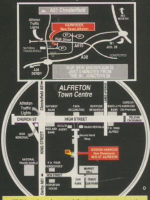

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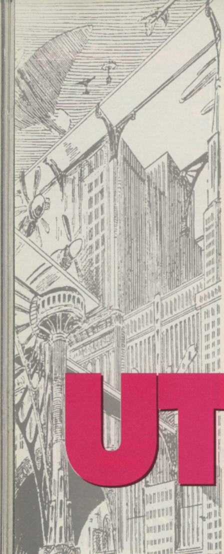


AN IDEAL WORLD

Utopia takes the ideas initially developed in *Sim City*, and expands upon them to create whole new vistas of game-playing enjoyment. In some ways, the game is simpler than its older French progenitor but, in many regards, it's infinitely more subtle and complex. The addition of combat adds complications immediately and, challenging though this may be, unless you know what you're doing, *Utopia* can be a frustrating and time-consuming business.

STARTING OUT

There are two possible opening strategies that you can adopt. Which ever one you choose will dictate how the game develops for the first few hours, and it may well decide your ultimate fate. You can embark upon a plan of rapid expansion, developing your military skills early, and adopting an aggressive stance towards any aliens who happen to share your planet. Or alternatively, you can take a more passive stance, merely repelling enemy attacks, and placing your citizen's Quality of Life (QOL) as your primary concern. I favour the former strategy, so that's what I'll describe here.

Establish laboratories within the first month, and start building spaceship factories. Start labs off with a grant of 10,000GR and ensure that, from the word go, each one has the maximum complement of scientists. This will slow down construction, but the weapons that'll be developed will make it worth your while. Commence work on larger spaceships as soon as possible. Once built, they're going to need large supplies of fuel, so buy this whenever the market is favourable. Don't bother with tanks, land-mines will suffice.

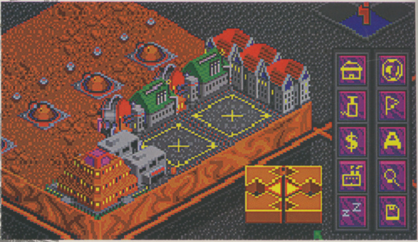
ARMS RACE

At this stage build as many weapons as you can, as quickly as you can. Pay particular attention to the defense of your colony; once the enemy becomes aware of you, they'll attack with frequency. Surround your city with alternating rings of laser turrets – plasma guns later on – and land mines. The latter are particularly useful because you can watch the enemy attack then drop the mines in their paths.

Although useful against air attacks, missiles are far too costly and can only

UTOPIA

Few strategy games are as addictive as Gremlin's Utopia. Mat Broomfield shares a few tips to help make life a little easier.



Trading can help stretch your limited resources. Wait until market conditions are favourable, and then off-load any excess production and sell at a profit. Buy cheap, but sell at exorbitant prices.

As play continues, your scientists will develop much-improved equipment and also invent powerful new weapons.

be used once. The other disadvantage is that you have to launch them manually, whereas turrets automatically shoot at any airborne raider who strays within their range. But don't just leave laser and plasma turrets to rotate on their own. Position them so that they're all facing outwards and primed.

The sooner you send out spies, the sooner you'll receive useful intelligence about the enemy. When financing intelligence operations, you'll have to provide a constant kitty of over 20,000GR to receive the highest level of information.

As you'll have gathered, this aggressive policy requires a lot of money to implement, so raise the tax-rate to at least 20%. Although in the short-term this will annoy your citizens, it helps to bring long-term stability. Or why not trade? Every item on the computer undergoes price fluctuations. Buy cheap and sell high!

POPULATION EXPLOSION

It also helps if you accept all offers of additional colonists from Earth. Although you have to pay for them, they represent additional tax revenue, builders, technical staff and procreation material!

Whilst your colony is growing, try to keep your citizens as happy as possible. If you allow their food, power or air supplies to run out frequently, you'll hamper their growth. Visit the Administrator often; if Production falls below Usage, immediately build more of whatever's needed.

If you're trying to locate ore or fuel using the global map, it can often be difficult to find the mineral deposits once you return to the game screen. If you position markers over the deposits on the enlarged global map, they'll be much easier to find.

ON MANOEUVRES

When you discover the location of the enemy's base, don't immediately send all of your forces in for a do-or-die assault. Your spies can glean valuable information from the defeat of a small number of your men, which will enable you to gain a more decisive victory later.

After the initial buzz of activity, I tend to take things very gradually, slowly building my armies and resources until I feel ready to launch my ultimate assault. Perhaps you can do things differently, but hopefully these tips will give you the start you need.

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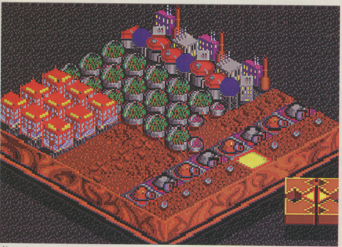

Above: Laser and plasma turrets, guarded by land mines, help give your colony that special ring of confidence. *Below left*: Locating your own source of fuel is essential to run an effective spaceship fleet. Below right: Military and civilian labs are crucial for successful colony development.

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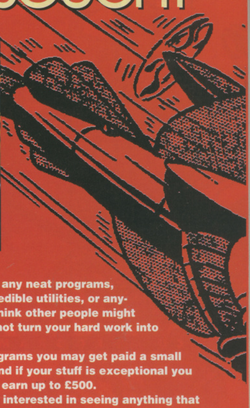

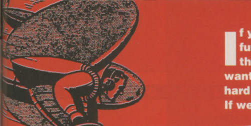

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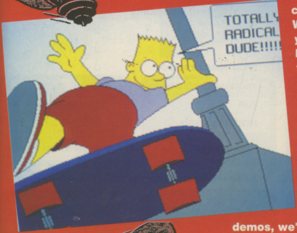

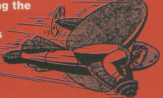

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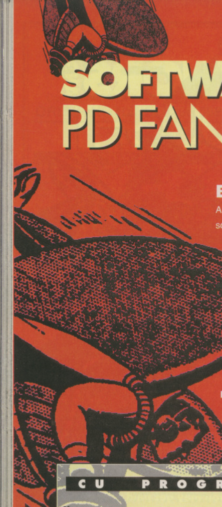

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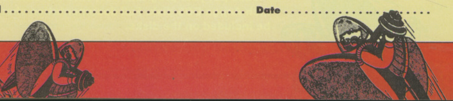

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ADVENTURE

HELPLINE

Welcome to what surely must rate as the most useful aid to trapped adventurers in any mag. This month's column is fair bustling with all the latest news and stories, and is backed up by the ever-useful Helpline where your questions are answered. So, if you are trapped by a demon or stuck behind a locked door, drop us a scroll...

NEWS

Knightmare, the new RPG from Mindscape, should be on the streets by the time you read this – which will be great then, but damned frustrating now! The game was designed and programmed by Tony Crowther who brought us *Captive* – the science fiction equivalent of *Dungeon Master*. I have just received a disk from Tony which is crammed with the final artwork for the game and it all looks very impressive. The dragons, witches and wizards which are waiting to kick your teeth out in this graphic RPG are beautifully detailed and animated, and when they are combined with the tried and tested game system which was used for *Captive*, the result is sure to be a winner.

THE GUIDING LIGHT GOES DIM

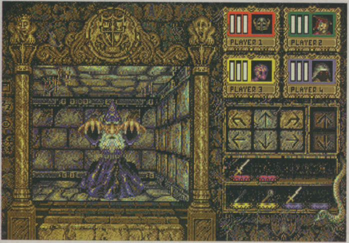
For some time now a group of adventure enthusiasts have been manning the telephone helpline called Guiding Light. Baffled adventure players could call this number and have their problems solved instantly instead of waiting for a reply from the many magazine services. The high cost of the information provided by such telephone services discourages most players by making use of them and it's probably for this reason that the number of calls received by Guiding Light have not been sufficient to support the service. Reluctantly, the outfit have been forced to scale down their operation to only providing a taped message containing hints and tips for arcade games. However, it is planned to reinstate the adventure helpline in the near future by allowing the caller to use a voice-activated query system which will handle adventure games.

1992 AND ALL THAT

I don't want to be too anti-European about this, but every time I receive a game which comes from either France or Germany my heart sinks just a little. I sometimes wonder if their game-writers are on the same planet as the rest of us. With the exception of Delphine Software, who have produced a string of chart toppers such as *Cruise For A Corpse* and *Operation Stealth*, there are a few distinctly dodgy Continental offerings going around. Do you remember a graphical adventure called *Ooze*? As I recall, it was extremely difficult for magazines to obtain a copy of that German game for reviewing and, in hindsight, there may have been a very good reason why the publishers didn't want it reviewed before the punters paid for it. Two new games have now been released from the same stable, although I think it more probable that they escaped.

The first game is a tale of terror and unbelievable horror, but more about its graphics later! *Lords of Doom* is the name and its storyline places you in charge of a small group of people who are stranded in a town which is infested with ghouls, werewolves and other creepy characters. Using a simple point-and-click interface you can find lots of food and weapons lining the shelves of the abandoned shops and offices to help you in your quest. The text is in the 'English As She Is Spoke' style of writing which usually accompanies such games and it brings lots of unintentional humour to otherwise turgid prose. As you are attacked by some foul creature the game will say, 'Don't Yell At Me, You Bloody Arse!' Just the sort of game to show the Vicar. The graphics are the best that an Atari ST could provide, which is to say 'below average'. If you are a fan of The Mummy, The Werewolf or even Alf then you might find something of interest, but there are much better games around.

The second offering from Starbyte is *Crime Time* which fits nicely into the Who-Dunnit (and Who-Cares?) genre of adventure games. Seedy hotel rooms, empty whisky glasses and full ash-trays are the backdrop for this grimy, detective story. The first of the game's two disks is dedicated to a spectacular graphic introduction which looks and sounds great. The noise of the rain as it pours over the stark, backstreet buildings is very impressive. On its own the introduction would be worthy of being part of some Public Domain Megademo Disk and I liked it a lot. Unfortunately, all



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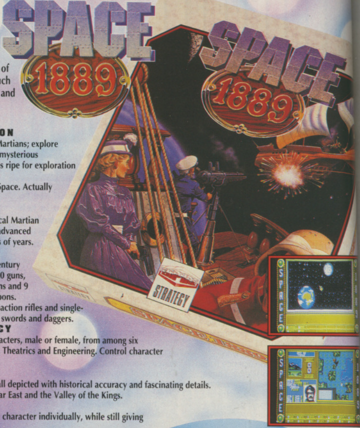

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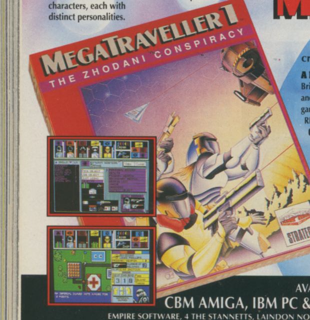

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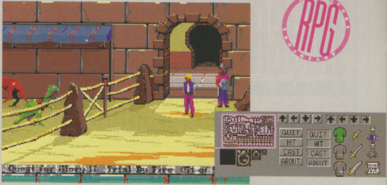
ADVENTURE HELPLINE

it does in this case is point out just how dismal the graphics of the main game are. To give the game the atmosphere of an old Hollywood movie, your view of the surroundings is shown from odd-angled camera shots, and the text is full of wise-guy quips, but none of this can disguise the fact that the game has nothing new to offer and the whole concept is dated.



AEGIS VISIONARY

Scratch the surface of any gameplayer and I guarantee that you'll find a frustrated gamewriter. Sooner or later we all get the urge to write an adventure or role playing game, and that is why game-writing utilities are very popular. The *Aegis Visionary* package promises that it will make you, 'A top game developer overnight. Enabling you to create detailed adventure games using animation, sound and graphics with this easy-to-use development system'. Hmmm.

I have only spent a few hours with this package and therefore I would be the first to admit that I still know very little about it, but here is a short list of things which I have uncovered.

Basically, what you are buying is a Compiler, Linker and Debugger software suite. Just like BASIC or Pascal or Fortran, this is a program language containing statements and useful routines which you can use to construct your game. If you are not a programmer, or at least someone who is familiar with the concepts of writing software, you ain't going to find this easy. The manual recommends some good art packages which you will need before you even start – because there isn't one in this box! It also recommends some good sound sampling and sound editor programs which you will also need if you want to include sound effects. It even recommends a good text editor which is needed to type in your program, because one isn't available either.

The software can be installed on a hard disk, which is just as well because I suspect that you'll very quickly go stark raving mad if you try and use it from a floppy disk. I tried to carry out a few simple operations using a system with two floppy drives and I soon became disillusioned. The next hurdle (which I find unforgivable) is that all of the utilities which are provided must be run from a CLI window. This package does not boot up into the user-friendly environment of windows, icons and pull-down commands as you might expect, it's all a slog at the workbench level. A sample game is provided on the disk, but unfortunately, it has only been supplied as the source code files.

This is very useful in helping you understand how a game should be written, but you won't be seeing anything exciting until all of the files have been found in one of the lower directories, compiled, linked and stored on a specially-prepared disk. Even during this operation the software informed me that it couldn't find some of the files it needed from the C: directory – which wasn't surprising as I had no hard disk fitted! Despite wrestling with the software for two hours I never did manage to get the demo game to run which either says something rude about my abilities or the manual. Maybe the language is magnificent, and all manner of wonderful games can be written with it, but it will take a lot of time to prove it. On the other hand, if an interface had been provided which presented the list of options more simply, and if a 'ready to run' demo was provided which inspired enthusiasm, it would have dramatically changed the whole package.

RESPONSES

QUEST III GARBAGE

Andrew Kendall of Telford has found a getaway ship called the 'Aluminium Mallard' which is stuck in the bowels of the *Space Quest III* Garbage Ship. Far from being a 'quick goose!', the ship appears to be a 'dead duck'. To get our boy flying again (and to prevent him going completely 'quackers') he's going to need a power source, electric wire and a warp motivator. To get the power reactor you must take a ride in the moving buckets, stand up on the conveyer belt, then jump onto the overhead beam. Walk along the beam until you find the chute which can be used as a slide down to the basement. Follow the cable which supplies the electricity to the lamp and there you'll find the power source. The cable you require is hanging in the metal tunnel to the right of the starting screen. The final item required is the heavy metal motivator which is lying on the floor on the start screen. Unless you have the muscles of 'Big Arnie' (and more from him later on in this game) you will need the services of the mechanical grabber which rides the overhead rail. Use this powerful little beast's electro-magnet to pick the engine up and transport it to your ship.

MORE GARBAGE

Mike Lotte of the Netherlands is up to his armpits in trouble within the *Future Wars* sewers. A large, blubbering heap of slimy, alien scum is threatening a woman and child and he has nothing but a box of fuses to hurl at it. What Mike needs is a flame-spouting, blubber-frying blowtorch. He also needs a powerful magnifying glass to help him spot this tiny weapon which is hidden amongst the rubble of the ruined city which lies above him. The blowtorch is hidden in the bottom-right corner on the first screen of the ruined city.

POLICE QUEST SECRETS

An anonymous writer from 'Somewhere', who is too embarrassed to have his ignorance and his name displayed around the world, has written for help with the initial problems in *Police Quest II*. Despite searching every nook

HOW TO USE THE ADVENTURE HELPLINE

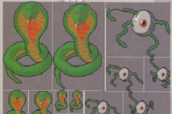
Write to me, Tony Gill, at Adventure Helpline, CU Amiga, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU, with your problems and any useful hints you can give in response to those readers languishing in these pages! Make sure you include your full name and address, and I will do my best to answer your problems.

ADVENTURE HELPLINE

and cranny of the Police Station he can't find his field kit and he has no idea how to find out the secret passwords which unlock the data in the computer system. The all-important field kit is in hiding from you in the Main Hall. Walk to the back-right corner (en-route to the shooting range) where you'll see the corner of a wooden desk. Look behind the counter where you'll find a bin. Unlock the bin and get your field kit. If you look at the Captain's desk in the Homicide Office you'll spot the papers which contain the computer passwords. Don't be a dork and try to pick the papers up or the Captain will bite your head off, just look at them where they are.

THE SEARCH FOR NIKADEMUS

One of our Australian readers whose plight has touched my stony heart is Sam Boyes of Melbourne because he has both RPG and money problems. Sam wrote to say that we had better help him because it costs a fortune to write to England and he doesn't even get any pocket money. His simple question, 'Where can I find Nikademus in *Phantasie III?*' does not have such a simple answer. Firstly you must make your way to the Castle of Dark. Here the Key of Dark is needed (unless your party is evil) to enter the castle and find your way to a spot where choice number four will enable you to teleport to the exit. Here on the Third Level of the Netherworld lies the Castle of Nikademus. Should you be in the unhappy position that you don't have the Wand I suggest you go looking for it in the Pendragon Archives, but you will need very strong characters to reach it. If you already have such a group it may be a good idea to introduce them to your Father. They may be able to persuade him to solve your pocket money problem as well. Just a thought!



SIERRA'S QUEST FOR GLORY

Sierra's RPG, *Quest for Glory*, generally underwhelmed most of the game reviewers, but Angela Bird from New Malden showed her independence and bought it anyway. She found to her cost that this is a frustrating and slow-moving game which can reduce hairy adventurers to tears, but, undaunted, Angela soldiered on until she finally came to a dead end in the cavern with the waterfalls. There is a small airhole here which needs to be blocked, but there appears to be nothing around which will do the trick. You're going to like this solution Angela – but not a lot! Magic is what you need to solve your problem. Aim a force bolt at the base of the rock surround and this should cause it to collapse and close up. At this point you should save your game as the next bit may take a few attempts.

BORED TO DEATH WITH LARRY II

I've always thought that the best definition of a bore is:- 'when he leaves the room – it feels as if someone interesting has just come in.' Micheal Watson of Coventry has been *Looking for Love* with Larry Laffer and has become trapped aboard a plane by a big nerd who could bore for England, and there appears to be no escape. Wel,l Mike, the best method of defence is to attack and bore right back. Before boarding the plane search the desk in the departure lounge and you'll find a bundle of religious pamphlets that even a Jehova Witness wouldn't dare push through your letterbox. Give these mind-numbing items to the bore and they will keep him happy for hours. If you can't find the pamphlets you could try using an Atari Users' Manual.

BARDS TALE II

Roberta Campanella has sent me a bundle of solid gold hints and solutions for *Bard's Tale II* which answer a few outstanding problems from past issues. The old Mage wants the answers FREEZE and PLEASE (June issue). To awaken the Rock Man speak the name KAEDRER (August issue). The Nospen Ring disarms all spinners and the Master Key is needed to open portals. Clever as she may be, Roberta has come unstuck on Level 3 of the Destiny Stone Dungeon. She doesn't know the answer to the riddle, 'The one of whom is great in fame. Restore him to his proper name?' Lucky for her I, too, know a few tricks and the name she seeks is: ARKAST.

CADAVER – THE DRAGON SLAYER

If you want to get anywhere in the dangerous world of adventures you must first graduate in the basic art of dragon-bashing. Unfortunately, Pedro Miguel of Porto in Portugal hasn't completed the basic art of bunny-bashing and consequently is well and truly stuffed at the final section of *Cadaver*'s Level 1. It takes more than a brave heart and a strong sword arm to kill the Dragon. The only weapon which will ruffle this monster's scales is the Massacre Spell. It's a long and difficult task to obtain this powerful charm, but here's how you do it. Go to the altar of Lord Carolus in the room south of the Chapel. Drop the urn (which you got from a nearby chest) on the altar and collect a spell. This is the Massacre Spell, but it will be unknown until you can read it. Go south then west to the Crematorium and place the urn of Ragnar on the slab to fill it with blood. Return to inner sanctum and drop flask on altar to collect the key spell. Use key in west keyhole. Enter and cast Dispel Trap on chest. Collect the Runic Stone then head north into Library where you'll find the Map Spell. Return to the Inner Sanctum and drop the unknown spell. Cast the Read Magic upon the Unknown Spell and this will reveal its true name.

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1783 Digital Innovation by Anarchy
1784 Silents Ice
1785 Tomsoft Virtual Worlds
1937 Space Chase
1938 Ghostpool Animation
1939 The Juggler
1940 Magician
1941 Adams Family Demo
1942 Advance Ham Pics
1943 Chainsaw Slippers
1944 Nightbreed
1945 Roger Dean
1946 Yabbadabba Slideshow
1947 The Fabulous Art of T Richter
1948 Vax Slideshow

Business

0091 Wordwright Wordprocessor
0098 MCad
0085 Amibase V3
0094 Home Banking
0198 Typing Tutor
0092 Home Management (2)
0394 Word Frenzy
0083 Business Card Maker
0099 Analyticalc
1764 600 Business Letters
1765 Rim Database
0087 Clerk Home Accounts

Utilities

1949 Pendle Europa Megautilities
1950 Pendle Europa Utilities 5
1951 Pendle Europa Utilities 6
1952 Pendle Europa Utilities 7
1953 Razor 1911
1954 Sid v1.6
0128 P Copy
0118 Spectrum Emulator
0117 ST Emulator
0115 Workbench II
0122 Master Virus Killer
0116 64 Emulator
0119 QL Emulator (3)
0124 No Click
0120 Dcat Disk Cataloguer
0391 Beginner Bench
0390 Multi Ripper
1766 Assassins Boot Utils
1767 Direct Action (animation Util)
1768 Dynamite Font II
1769 TV Graphics
1770 Video Applications (2)
1771 Darkstar Utils II

SLACK WILLYS MAXIMUM PD

CALL FOR OUR CATALOGUE ON AMIGA AND PC

Music

0135 Octalizer
0123 Future Composer
1772 NoiseTracker
1773 Sample Disks 1-16
1774 Bass-Amatic

Art & Graphics

0158 DKB Ray Trace
0159 CLight
0157 Slideshow Construction Kit
0163 Deluxe Draw
0396 Draw Map 2.3
0397 TSB Vector Designer
0229 Red Sector Demo Maker
1775 TitleGen
0162 Ghost Writer

Adult Sets

0002 Max Adult Set 1
0003 Max Adult Set 2

The contents of the above Adult Sets are too sexy for this ad.

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All our Public Domain is priced at £0.99p per disk. Postage and packing costs only £0.95p. Please note that some titles contain more than one disk. Please make all cheques payable to "Maximum PD". All our prices are inclusive of VAT.

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UNITED PUBLIC DO

Astronomy Slideshow
Nice pictures ....

Anarchy Digital
Innovation .. Great !

Psygnosis Agony
Brians big Valley ....

VIRTUAL WORLD- Demo
of the year award ?

CUBULUS - Tobias's
biffy puzzle game

ENIGMA ? Well its de-
finetely a Phenomena !

Get one of these for the
price of a disk ...

Weird Sciences
Butterflies shildeshow.

Whereas my disks ? He
should have chose UPD

GAMES

ADVENTURE SOLUTIONS 2 disks full of adventure solutions! (2)
AIR WARRIOR This is a flight simulator program
ALL NEW STAR TREK Great game from Tobias Richter! (2)
ANTEP & SLOT CARS A graphical role playing game & a car game
APIDYA Nice demo of a horizontal shoot em up!
ASSASSINS 1 Tanx, Rollerpede, Avatris, Caverunner & Amigoids,
ASSASSINS 2 Girl action, Missile command Invaders & 3 more!
ASSASSINS 3 Megaball & Drip! Superb breakout game & platform game
ASSASSINS 4 Jumper, Gomoku, Cracker, Jumpy, Turbo duel & Klondike!
ASSASSINS 5 Raid, Go Looly & Retaliator. 3 shoot em ups
ASSASSINS 6 Downhill challenge, Pacman 87, Meta Llamas & Welltrix
ASSASSINS 7 Destination Moonbase, Trix, Mightworks & Clauds runner
ASSASSINS 8 Air ace II, Hball, Number Fumbler & Snakepit!
ASSASSINS 9 Battle pong & Blizzard
ASSASSINS 10 Escape, Pipeline, Pickout & Sys!
ASSASSINS 11 Dad, Connex, Towers of Hanoi, Reversi & Trippin!
ASSASSINS 12 Llamatron, Car, Powerpong & X F 1!
ASSASSINS 13 Ball,Asteroids,Twinris,Block it,Squamble & Amigatration
ATIC ATAC A conversion of the old classic Spectrum game
AWESOME PREVIEW Fantastic preview of a great game!
BATTLEFORCE A strategy war game similar to Mechforce
BLACKJACK A really good version of the game!
CASTLE OF DOOM Easy graphic adventure game
CHINESE CHECKERS Computer version of the popular board game
COLOSSUS & WORLD Two very good adventures from Software distillery
CROSSWORD COMPILER Nice program for making crosswords!
CUBULUS Nice rubik cube style game from Tobias Richter
DARKSTAFF A spectrum emulated text adventure game
DRAGONS CAVE great Dungeons game, nice graphics!
ED 209 Robocop style shoot em up!
ETERNAL ROME & DOMINOES 2 nice games on this disk
ENSIGNIA MAZE Nice little maze game allows 4 views of maze at once
FLASHBIER Over 200 levels in this boulderdash type game
FRANTIC FREDDIE Classic platform type fun with good music
GALACTIC FOOD FIGHT Fight through ice cream cones fruit etc
GAMES GALORE 1 Drip tiles Quix O&X Invaders Chess Yahtc Othello
GAMES GALORE 2 Welltrix Skyfight Bouncer Jackland Larn Bluemoon
GAMES GALORE 3 Gravattack Asteroids Pingpong Miniblast Orbit 3d
GAMES GALORE 4 Mr Munk Diplomacy Car Mutant Chess Egyptian run
GAMES GALORE 5 Cosmo Cat & mouse Mazeman Rollon Trivia Pharoah
GAMES GALORE 6 Tint Jumpy Def ATC C-Robots 5inLine King rats SB
GROWTH Brilliant game where you must shoot the brain!
HACK Great text adventure in the infocom style
HOLLYWOOD TRIVIA Nice trivia game with lots of questions!
HOLY GRAIL A nice text adventure, one of the best
JEOPARDY Version of the board game Risk!
LAMER GAME Similar to operation wolf shoot em up.
LARN Another very well regarded text adventure game
LEARN & PLAY Great fun for the kids on two disks (2)
LASERZONE Great old 64 classic shoot em up!
LEAPING LARRY Simple platform game done in Amos
LETTRIX Nice puzzle games similar to Tetris!
LORE OF CONQUEST Exellent space trading game D&D style!
MARBLE SLIDE Puzzle game, build slides up!
MASTER OF THE TOWN Shoot the signposts in this game
MENTAL IMAGE PACK 3 great games Gridrunner Invaders & Rebound
MORIA Text adventure based around Dungeons & Dragons theme!
NAPOLEONIC WAR SIMULATOR A nice strategy type game!
NESTOR CARD GAME Another card game, looks quite good!
NETHACK Dungeon & Dragon adventure style game, very popular! (2)
NO MANS LAND Hi tech war games shoot em up.
NU GAME Shoot em up with good graphics, quite difficult!
PETERS QUEST Rescue the maiden in this fun platform game
POM POM GUNNER Blast the enemy aircraft in this Beachead clone
PROPERTY MARKET Become a millionaire before you retire at 65
RAPHAELS REVENGE A turtles game done in SEUCK!
RETURN TO EARTH Elite type space trading game!
RINGS OF ZON Interesting shareware adventure/strategy game
7 TILES Superb futuresports type game, Great!
SKATE TRIBE hang on to your skateboard! Nice graphics.
SCUM HATERS Shoot em up done by Brazzle Atkins in SEUCK
SEALANCE A submarine strategy game seems very involved
SERENE SHOOT UP Another good quality Shoot em up
SERENE II Follow up to the above game
SIMPSONS GAME Vertically scrolling shoot em up done in SEUCK!
SPLITTING Puzzle game, rearrange Ronald Reagans features!
ST BASH Blast the Atari Sts in this fun invaders game.
STARFLEET Nice little game done in SEUCK!
STAR TREK The US version by Jim Barber, very good (2)
STAR TREK NEXT GENERATION Strategy game runs in Hires 1mg
STAR TREK THE SHOOT EM UP Yes a SEUCK version of game.
SUBCULTURE Playable 1st level of a good shoot em up!
SUPER TWINRIS Superb 2 player tetris game!
SWIV DEMO Superb demo of an exellent shoot em up!
TENNIS A good shareware tennis game! 1mg
TRAIN CONSTRUCTION KIT make your own track layouts!
TREK TRIVIA For you Star Trek freaks, loads of questions!
TRUCKIN ON A trading game based around truck haulage (2 disks)
TURRICAN 2 PREVIEW Great demo of superb shoot em up!
THE EVIL DEAD GAME Blast the goolies in this crazy game
THE JAR Very nice little jump & run game.
THE INSIDERS CLUB Stocks & shares game, see how far you get
WATERMINES Nice boulderdash type game!
WET BEAVER GAMES Version of the old pong game
WONDERSOFT GAMES Golf, Congi, Missile, Trilion, Windmill & Concentrate
WIZZYS QUEST A very good arcade adventure game from Germany
YELP Nice little painter type game
ZEUS A very good & popular block puzzle game
Note: Funpack 1-17 in stock, full of games which WILL work
on the new Amiga 500 Plus! Phone for details!

UTILITIES & SERIOUS SOFTWARE

A-GENE Good geneology program, to trace your family name. Requires 1meg.
A68K 68000 Assember program for the Amiga rather difficult to use.
A64 EMULATOR Commodore 64 emulator program + some basic listings!
AMATEUR RADIO 1 Some programs of interest to the radio ham!
AMICASH A very good banking program for the Amiga!
ANIMATED POINTER PACK Disk full of animated pointers!
AMIBASE 3.76 One of the best Amiga databases. Search facilities and more
ANYLYTICALC Now unpacked and ready to use! (2 disk version)
ARP 1.3 Amigados replacement project, contains new libraries & more !
ASI LABEL PRINTERS All the best label printing programs now on one disk!
ASSASINS GRAFFIX UTILS Great disk full of graphics convertors etc.
ASSASSINS BOOT UTILITIES Loads of bootblock utilities on here.
BANKIN A complete cheque book analysis program. Keep tabs on your money
BIORYTHMS & STARCHART Check your Biorythms & examine the night sky!
BUSINESS CARD MAKER Make your own with this useful utility.
C MANUAL II (4) New and better ! Version 2 now comes on 4 disks !
C-LIGHT RAY TRACER A commercial ray tracing package. Now PD !!!!
CHEMESTHETICS Chemistry program for molecule display etc!
CHET SOLACE UTILS 26 utilities on this disk.
CLERK Another program similar to Journal, manages your bank account.
CLIPART 8 disks crammed full of some of the best clipart around! (8 disks)
COUNTACH CLIP ART (3) 3 disks packed full of clipart ! Various subjects.
CURSER BASIC COMPILER Just what you need to speed up basic programs
D-COPY One of the best PD copy utilities available, very easy to use.
DARKSTAR UTILITES 3 A disk full of assorted useful utilities you may need!
DBW Good PD ray tracing program inc some pictures ! CLI Knowledge needed.
DEMOLISHER UTILTIES 168 easy to use utilities, something for everyone
DESKBENCH Nice alternative workbench with 2 support disks,Icons+bases (3)
DESKTOP PUBLISHER From Germany, English translation now available.
DIRECT ACTION A useful Utility for editing animation sequences.
DISKMASTER 3.0 CLI Utility program, copy files, delete, format disks.
DOPE INTROMAKER Make your own intros with this utility.
DYNAMITE FONT II Another popular disk. Stacks of IFF fontscreens. Great !
DYNAMITE FONTS Exellent fonts disk for use in Dpaint etc (Not assignable)
EDUCATION SET (5) Five disks full of educational programs. Very good.
ELECTROCAD PREVIEW If your'e into circuit diagrams etc, try this.
EXILE FONTS More of theses superb fontscreens. For use with Deluxe Paint.
FLEXIBASE DATABASE A simple to use database for the beginner.
FONTS AND RAM MANAGER Lots of fonts plus a software ram switch !
FONTS & SURFACES Lots of useful fonts brushes etc for use in Dpaint!
FRANZ MEGAUTILS DISK Plenty of Font Eds and a good boot menu program.
GENESIS DEMO Superb fractal generator, really good!
GRAPHICS UTILITIES Load of useful graphically orientated programs.
HAMLAB Convert VGA PC pictures to Amiga ham mode with this utility.
HARDDRIVE UTILS Some good utilities for hard drive owners.
ICONMANIA Loads of programs for icon creation & many icons!
ICONS This disk is just crammed with useful & varied icons.
IMPLODER V4.0 Very good crunching program, very efficient!
INTERFERON PRO Create protection bootblocks against viruses.
JAZZBENCH A great alternative workbench much preferred by many!
JOURNAL A nice program designed to keep track on your finances.
JR COMM 1.02 Latest version of another superb comms package!
KEFRENS METALLION UTILITIES Great util disk full of fonts & more!
KING JAMES BIBLE Old testament & New testament & text reader (4 disks)
LANGUAGES DISK All you ever needed ! Forth, Modula 2, X-Lisp and Logo
M-CAD Computer aided design package uses hi res mode. Good. 1 Meg.
MACVIEW,DRAW,ROTATE Collection of three unusual programs. Interesting.
MESSY-SID Easy to use PC - Amiga file transfer program, a superb utility!
MISCELLANEOUS BUSINESS PROGRAMS Geotime, Grocery list, Calculator etc!
MOBED A very useful program for editing sprites and bobs.!
MORSE PROGRAMS Disk full of Morse code programs for radio hams.
MYSTIX HARDWARE MODS Documents disk for hardware modifications.
NCOMM v1.92 Latest and best version of this exellent comms package!
NORTH C 1.3 (2) A two disk unpacked version of above program. !
NORTH C 1.3 (Packed) The complete C compiler by Steve Hawtin !
PASCAL COMPILER Now becoming a popular language, now available on PD
PC EMULATOR Software PC emulator needs MS DOS to run! CGA graphics!
PENDLE EUROPA MEGAUTILITIES 1 An essential collection of over 200 utilities
PENDLE EUROPA UTILITIES 5 Another great compact by the Red Devil.
PENDLE EUROPA UTILITIES 6 includes copiers and more utilities
PENDLE EUROPA UTILITIES 7 A very popular utility collection. Try it !
PRINTER DRIVER GENERATOR Design your own printer driver with this program.
PRINTER DRIVER UTILITIES Various non-standard printer drivers.
PRINT STUDIO V1.25 Great utility for accurate printout of pics,text etc
QBASE Database program, simple to use with full search facility.
QED A nice easy to use text editor program ! Load, save, print and more
QUICKBASE A small database program, also Xspell & Text editor on disk.
QUICKBENCH Another alternative workbench system, very clever this one!
RAZOR 1911 Graphics rippers, Virus killers, Disksalv. powerpacker & more
RED SECTOR DEMOMAKER Probably the best demomaker around!
RSI VECTOR BALL EDITOR Design vectorballs for use in RSI demomaker
RSI VECTOR DESIGNER Design fresh new vector objects for above.
RSI FONT DESIGNER Give your demos custom designed fonts!
RIM DATABASE Very comprehensive relational database system. Powerful.
ROT A simple 3D drawing package for your Amiga. Very popular.
SCOPE 114 Structured clipart for deskop publishing etc! Ppage etc!
SCOPE 115 Structured clipart for use in Professional page & Pagestream!
SID V1.6 Newest version of the easy to use CLI utility. Essential !
SOMETHING FOR NOTHING 2 disk set full of video utils, fonts etc. (2)
SOZOBAN C Another very popular C envioroment, similar to North C
ST EMULATOR Run Atari ST software on your Amiga. Needs 2 drives.
SUPER 'C' DISK As near to a hard drive as mere mortals get!
SUPERKILLERS Kills 172 viruses, more than Master Virus2.2. A must!
SUPER WORKBENCH Yet another alternative workbench disk!
TAROT An astrology program for your Amiga.
TEXTPLUS V3.00 One of the best wordprocessors, includes Amigaspell.
TV GRAPHICS Superb Dpaint backdrops and some great fonts. Well recommended
UEDIT Word processing shareware program.
ULTIMATE ICON DISK Contains Iconmeister, Iconlab, Iconmaster & icons!
ULTRAPAINT v3 A nice paint package for IFF pictures!
UTILITIES COLLECTION Another great collection of utilities about 100 !
UTILTIES DISK 1 Another one for the collection. About 60 or more.
VECTOR DESIGNER A very comprehensive but difficult to use vector designer!
VIDEO APPLICATIONS (2) Programs for use with genlocks & videos!
VISICALC SPREADSHEET Simple to use spreadsheet program based on VC.
WINDOWSBENCH A Windows 3/Workbench2 lookalike, very nice. (2 disks)
WORKBENCH HACKS Disk full of amusing workbench hacks!
WORDWRITE WORDPROCESSOR Comprehensive wordprcessor with spellchecker.
ZX SPECTRUM EMULATOR Latest version now with sound too!
600 BUSINESS LETTERS Lots of ready made letters for job applications etc.

ANIMATIONS

AEGIS ANIMATIONS 3 anims, Juggler, Plane & Marlyn.
AGATRON 2 Misc - jet fighter landing , basic
AGATRON 3 Star Trek - Shuttle fly past
AGATRON 5 Star Trek Klingon fires torpedoes
AGATRON 7 Star Wars Fighter doing loops etc
AGATRON 9 Star Wars - Fighter fly by, impressive
AGATRON 10 Star Trek - Enterprise in dry dock Good
AGATRON 11 Tron - Tank v Deactivator. Good vectors
AGATRON 12 Tron animation Not one of the best
AGATRON 13 Misc - Robo 1 A robot waving
AGATRON 14 Star Trek Workbee & Reliant. 3 shots
AGATRON 15 Lotus car, Billiards, & Jet Fighter animations!
AGATRON 17 Star Trek TWOK animation Short but okay
AGATRON 18 Star Trek - Enterprise fly by. Short anim
AGATRON 20 Huey 2 A helicopter leaving a landing pad. Neat. 1 Meg
AGATRON 23 Star Trek fleet manoevre
AGATRON 24 Kuli pen animation & Ping pong. Great!
AGATRON 25 The run , a suberb car chase 1mg or over.
AGATRON 26 A ship rocking at sea, / enterprise leaves dock.
AGATRON 30 Contains Hyperspace animation & Landing animation
AGATRON 31 Anim of a Porche rising out of a table 1 mg.
AGATRON 32 Space - Space probe flying away
AGATRON 33 Probe animation Bird of prey animation & Klingonhit!
AGATRON 34 Star trek the space office - a bit short
AGATRON 35 Space- space probe flying away
AGATRON 36 Star trek Bird of prey, loop the loop.
AGATRON 37 Misc - Tobias goes knackers!
AGATRON ANIMS 5 great short looped animations!
APPLECUS ANIMATION Great anim of an abacus (applecus??)
BAD BIRD ANIMATION Not too bad this one.
BASKETBALL A basketball player shooting a ball into the net. 1 Meg
BONGO ANIMATION Animation of a man playing the bongo drums.
BUSY BEE Cute animation of a freaky bee. almost looks wooden. 1 Meg
CLOTHES PEG Bouncing clothes pegs and more. Not bad. 1 Meg
COOL COUGAR A cartoon style anim, tells the story of cool Cougar. 1 Meg
CX1 SPACESHIP A beautiful sculpt 4D anim of a ship circling a globe. 1 Meg
DART ANIMATION Good animation of a dart passing through an egg!
DRAGONS LAIR TIME WARP Animation of the cartoon game by Don Bluth. 1 Meg
ERIC-S AMY VS WALKER Cute and sexy(?) squirrel chasing a Walker. 1.5 Meg
ERIC-S BATMAN A great animation featuring batman and the joker. 1 Meg
ERIC-S COTOTE 2 This ones a corker the old coyote up to this tricks 1.5 Meg
ERIC-S COYOTE STRIKES BACK Not too good this time but still popular. 1 Meg
ERIC-S MORE AEROTOONS More humourous cartoon capers. Great stuff. 1 Meg
ERIC-S SHUTTLECOCK Two Space Shuttles playing with a satallite. 1 Meg
ERIC-S STEALTHY II The Mig-29 and Stealthy bomber cartoon. Great. 1 Meg
FRANKLYN THE FLY Great anim of a day in the life of a housefly!
GHOSTBUSTER ANIMATION Anim on the popular ghostbusters theme.
GYMNAST ANIMATION Animalton of a gymnast swinging around the bars. 1 Meg
HAPPY ANIMATIONS HappyMan, TreeFrog, Windowman and Hammer. All 512K
HIGHLANDER SWORD ANIMATION Anim of a Scotsman dancing on swords.
HOLIDAY ANIMATION Not too bad this one.
LAUREL AND HARDY by Brazzel Atkins, select your film from the videos. 1 Meg
LIGHT CYCLES (2) Huge animation from the Tron film. Excellent. 1 Meg
LUXO TEENAGER Father & son lamp animation converted to the amiga. 1 Meg
MAGICIAN II this ones a bit better, more glossier this time round. 1 Meg
MAGICIAN Similar to the juggler animation, but not quite as glossy ! 1 Meg
MINER A miner truck loading coals into a buggy to be taken away. 1 Meg
MR POTATO HEAD Watch the potato man in cabaret!
NEWTONS CRADLE ray traced animation, plus F-19 and Rocking chair anims.
PHAROAH ANIMATION An animation of a Pharoah kings mask.
PIANO ANIMATION This is an animation of a cartoony piano!
PORKY PIG ANIMATION Cute anim of the Porky pig character with sound!
PROBE SEQUENCE Probe investigates new life forms on a distant planet. 1 Meg
REAL 3D (4) Superb demo of the effects possible with Real 3D. 1 Meg
REAL THING HORSES demo of the animation package for deluxe paint.
SHUTTLECOCK ANIMATION 2 shuttles playing with a satellite!
THE BOINGS Great anim of 2 Zebedee characters on springs!
THE JUGGLER the old classic animation that sold hundreds of Amiga's !
THE KNIGHT DEMO Animation of a knight climbing out of a book. Pretty. 1 Meg
THE WALKER DEMO Helicopter attacking the walker. Film type animation. 1 Meg
THE WALKER DEMO II Walker Attacking the A2000. Not bad. 1 Meg
UGLY MUG ANIMATION The ugly mug goes for a spin!
UNICYCLE ANIMATION Exellent animation of a unicycle & a car!
WINGS Superb quality red baron biplane animation. Very nice indeed. 1 Meg
ZEUS BUST ANIMATION Animation of a golden bust rotating!

POWER ANIMATIONS !

ANTI LEMMINGS (2) Absolutley brilliant animation ! Get this now ! 2 Meg
AT THE MOVIES Cute anim from Eric Schwartz featuring Amy squirrel 1.5mg
AUTOMATED LIGHT (4) Great battlestar galactica type animation. 3 Meg
BUZZED (3) Great animation of a wasp crashing into things. 3 Meg
DATING GAME (2) Superb new demo from Eric Schwartz, a must see. 3.5mg!
DRAGONS LAIR (3) Three meg power demo with sound effects. Great !
GULF WAR ANIM Superb Eric Shwartz, find out what happens to Hussein! 2mg!
JUGGLER II Juggler meets Ms.Juggler. Great followup to the original.1.5Meg
LOST IN SPACE (3) Remember the old TV series ? well this is the anim. 2 Meg
LANDING (4) Tobias Richter Poweranim ! Superb ray traced stuff. 4 Meg
STATION AT KHARN (3) Animation of a a spacestation, very nicely done. 2 Meg
UPGRADE (6) Wow ! Camberwick Green meets the Amiga ! This is GREAT ! 5 Meg
VAUX KILLERS (2) An old but quite good 2mg demo 2mg.
WALKER DEMO (2) The 2 disk 2mg version of this classic demo.
WAVE SAILING (2) A nice animation of a wave sailer! 1.5mg

DEMOS

AGONY DEMO Brilliant graphics in this game demo,show it to ST owners.
ALARM MEGADEMO Nice new demo with a good acid type video part !
ALCATRAZ MEGADEMO Exellent, a huge demo, comes on 3 disks! (3)
ALF DEMO Featuring the cute character from the TV show.
AMOS 3D DEMO Shows you some of the effects that are possible with 3d Amos
ANALOGUE MEGADEMO A great intro & novel demo selection!
ANARCHY INSPIRATION IS NONE Brilliant demo with some superb ray traced Gfx
ANARCHY MADNESS II Demo with Bobs and Filled Vectors, superb music!.
ANARCHY SYSTEM VIOLATION Classy demo featuring Vector Bob Gfx Cool Music.
ANARCHY DIGITAL INNOVATION Their latest and best demo, superb!
ANIMATORS MEGADEMO A nice new megademo from the Animators.
AURORA MEGADEMO Dramatic intro, good music with some Ham bobs
BASS MEGADEMO Great megademo with some housey house music.
BOB CRAZY A disk filled with Bob demos!
BRONX WHAT A RUSH Nice new demo.
BUDBRAIN II Hilarious megademo, house music video and cartoon sketches
CASCADE MEGADEMO Curious demo with a puzzle and an acid part!
CHAOS ROCK A fantastic light show based on fractal patterns.
COOL FRIDGE A plasma meagdemo, if you like these FX get this one.
CRIONICS MEGADEMO Includes the superb maddona demo and more !
CRIONICS NEVERWHERE Superb demo with a Real world demo and Madonna pics
CRIONICS TOTAL DESTRUCION Very nice plasma Fx plus a kickin music track!
CRUSADERS SPACE DELIRIA Fantastic music by Dr.Awesome & great effects.
CRYPTOBURNERS HUNT FOR RED OCTOBER Lovely filled vector demo. Great music.
DARKNESS MEGADEMO II Another unlimited bobs demo - Do they ever stop ..
DANISH KNOW HOW A classic demo!
DEAD DANCE THRASH Amazing thrash metal soundtrack & some wierd pics!
DEFJAM PIXEL NATIONS Nice multipart demo with plasma,bobs etc.
DEVILS LABYRINTH Great new demo with some fab effects, RGB ham plasma?!
DEVILS NO REALITY Another great multipart demo from Devils!
DRAGONS MEGADEMO An old demo but still one of the classics!
ELVIRA DEMO An exellent demo of a very good game!
E P I C Incredble preview to a new game by Ocean. Filled vectors. 1 Meg
ERPLAND (2) Brill kalidescope patterns on this exellent demo & music!
FILLET THE FISH Similar to puggs, but not quite as good.
FRAXION "REVENGE" Cartoon style horror video recorder ! Very funny !
FRAXION FUTURE VISIONS Superb Aliens-type intro plus great pictures
GOLDFIRE OBLIQUE INFINITY Nice megademo with an acid style video at end.
GOLDFIRE ULTIMATE FX Another good megademo from Goldfire.
HORIZEN SLEEPING BAG Great multipart demo with vectors & funky music.
INDIANA JONES DEMO Nice clip of the movie!
IRAQ DEMO Amusing demo of Saddam meeting President Bush ...... Kaboom !
INTUITION MEGADEMO Includes a very good acid type section!
KATHARSIS MEGADEMO This is the famous Xcopy demo from Poland!
KEFRENS MEGADEMO VIII This is great plenty of filled vectors and music.(2)
KGB MEGADEMO (2) This is great ! A great house music video & vector drums.
LAUREL & HARDY Good demo featuring 'The lonesome pine' song. (2 disks)
MAGNETIC FIELDS HYSTERESIS Excellent vector graphics, plus music !
MAGNETIC FIELDS SPACED OUT (2) Music come demo disk with some good tracks
MAXIMUM OVERRIDE (2) Very nicely done filled vector demo by TSB.
MIRAGE MEGADEMO Another good disk, this one copies itself.
MONTY PYTHON (2) Brilliant demo featuring the lumberjack song !
MONTY PYTHON NUDGE NUDGE Another amusing sketch on 2 disks! (2)
NEWTEK DEMO 3 An exellent demo,take your machine to the limit! (2)
NOT THE NINE O CLOCK NEWS Some amusing sketches on these disks (2)
PHENOMENA ECES A very good demo with a light sourced filled vector !!
PHENOMENA INTERSPACE Is time Linear ? Well get this demo and find out
PHENOMENA ENIGMA Absolutely brilliant, one of the all time greats!
PHENOMENA JOYRIDE Another absolute corker of a demo!
PINK FLOYD THE WALL (6) Oh yeah ! A huge demo based on film and songs.

BLITTERCHIPS
UPD3, CLIFFE HOUSE,
PRIMROSE ST, KEIGHLEY, BD21 4NN
0535 667 469

PD - 1-9 £1.25 EACH • 10+ 99P EACH
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THIS ADVERTISMENT WAS WRITTEN, DESIGNED AND TYPESET ON THE AMIGA USING PROFESSIONAL P

O AIN DISTRIBUTORS

START
UPD3, 20 HOLMESIDE
SUNDERLAND SR1 3JE
091 565 2506

PLASMUTEX Kickin SoulllSoul music beats plus wild copper and plasma FX !
RMC ALPHA OMEGA An absolutely superb filled vector demo. Lovely music !
PUGGS IN SPACE A classic demo, the kids will love it.
PRISONER DEMO Remember the old 60s series? Well heres the Amiga demo
PULLING THE TRIGGER Well laid out set of demos.
PURE METAL CODERS Present fractal demos disk, very nice.
QUARTEX SUBSTANCE Superb demo one of those you simply must have !
RAF MEGADEMO A very nice 2 disk megademo! (2)
REBELS MEGADEMO II An old classic blast from the past!
REBELS COMA This one is a classic ! the best Acid style video on Amiga !
REBELS SNAP A nice demo with spooky style music track, Popular still.
REBELS TRIPLE TROUBLE Nice new demo, + some others.
REBELS OUTLAND Latest demo from a prolific outfit!
RED SECTOR CeBIT 90 An old classic filled vector demo, lovely music
RED SECTOR MEGADEMO (2) Still stood the test of time, very good !
SCIENTISTS 451 MEGADEMO Great megademo with some great soundtracks.
SCOOPEX CHROMIUM Superb demo with great graphics and music.
SCOOPEX MENTAL HANGOVER One of the best demos of all time. get it!
SHADOW OF THE BEAST DEMO Superb demo of a classic game!
SHINING VECTOR EXTERMINATOR Exellent demo, incredible new effects.
SILENTS GLOBAL TRASH This is a MUST for all demo freaks, Mega !!!!
SILENTS ICE Latest demo from the Silents. Brilliant music tracks !
SILENTS MEGADEMO Old but still up to scratch, vectors and music !
SIMPSONS BY DECAY With superb animation and a great funky music beat
SIMPSONS EQUINOX Remix of the song & pics of our favorite hero Bart !
SIMPSONS FREEHAND Slideshow with a funky little Bart Simpson soundtrack.
ST PEPPERS LONELY HEARTS Great 60s syle demo from Brazzle Atkins. (2)
TECHNOFLIGHT MEGADEMO Not a bad little megademo. But not all that good.
TECHNOFRIGHT A spooky demo with good music & effects!
TIMEX HYPRA Great demo that looks like a platform game & good music.
TOMSOFT TRIP TO MARS Old but very good 3D filled vector trip to mars
TOMSOFT VIRTUAL WORLDS An absolute Epic ! Best demo of the year !!!!
TRIPLE TROUBLE Brilliant plasma and copper fx with funky music track !
UNREAL DEMO Superb graphics & sound in this great demo.
UNIVERSAL PICTURES Very impressive filled vector demo in space ++++
VANGELIS DEMO Great music & superb colour cycled graphics. 1mg.
VECTRA SINKING DEMAND Really good filled vector demo.
WARFALCONS PURPLE MEGADEMO Another good classic demo.
WITH VECTORS TO HEAVEN New demo just in, check it out!
WRATH OF THE DEMON DEMO Another to show off the machines graphic power.
XRAY MEGADEMO A demo in 6 separate parts.

MUSIC DISKS

100 GREATEST 64 TUNES Over 100 classic 64 tunes imortalised on the Amiga
4-MAT CES MUSIC About 10 great songs by 4-mat of Anarchy.
4-MAT REFLECTIONS 2 Four or Five good songs again by 4-Mat
ALCATRAZ 'THE POWER' Excellent re-mix of the song by the band Snap.
ALCATRAZ MORE THAN MUSIC A superb music disk very well presented !
ALCATRAZ SOUNDS OF ENERGY Four Great house music tracks. Worth a listen.
AMAZING TUNES II (3) This ones a biggy loads of great music by SAE.
AMEGA PARTY WINNERS Four EXCELLENT songs that won the Amega party contest.
AMIGA CHART BLACK BOX, QUEEN The invisible man and Ride on time. Remixed
AMIGADEUS CLASSICAL Superb renditions of Eine Kleiner etc. By Rob Baxter.
ANARCHY CAPTURED IMAGINATION SOme very nicely presented music by 4-Mat
BANGING RAVES Yeah ! Pump up the music, kickin remix of some house tracks
BEAST SONIX Scoopex present the music from Beast I, all tunes.
BEATLES SONIX Lots of Beatles music done in Sonix!
BEATMASTER 808 STATE Cubik and more of this type of music from 808 State.
BEATMASTER I LOVE TECHNOLOGY More of the rave type music. Great Stuff.
BRUNO'S MUSICBOX II This is great really Funky music with jazz influences.
BRUNOS MUSIC BOX III Some superb jazzfunk music on this 2 disk set.(2)
CLASSICAL MUSIC Great music of Bach, Handel etc from Rob Baxter.
CLASSICAL MUSIC II Another great classical music disk.
CRUSADERS BACTERIA Great music disk one of the best ever!
CRUSADERS AUDIOX Another classic music disk, great music.
DEPECHE MODE MUSIC Nice soundtrackered disk of their music!
D-MOB MUSIC 3 A Great quality house music re-mix, One for the collection.
D-MOB MUSIC 4 (2) PopMusic, PumpUpTheJam and more great house tracks
DIGITAL CONCERT 2 Thirteen minutes of music, Doctor in the house & more
DIGITAL CONCERT 3 Another house music re-mix Great quality - Love it !
DIGITAL CONCERT 4 Four songs including Got to keep on - Brilliant !!!!
DIGITAL CONCERT 5 The Power, Kaos, Keep Bustin, and Touch Me. Brilliant !
DIGITAL CONCERT 6 Latest in the series, very good quality House music mix.
DIGITAL DEBUSSY Great classical music from Rob Baxter, Clair de lune etc.
DIGITAL DEBUSSY 2 More great Debussy tracks on this 2nd disk.
DO THE BARTMAN (3) The Chart topping song sampled onto three disks. Brill !
ENCYCZ MUSIC DISK NO 1 Great music disk, new!
EQUAMANIA II Demo with a great dance music track and fab equalizers !
EVIL FORCES Brand new mega acid/house music demo (some swearing!) (2disks)
HELLOWEEN DEMO Great screaming rock guitar demo! (2 disks)
GENESIS LAND OF CONFUSION A sample of the well known track.
GOLDFIRE CEREBRAL DELIGHTS (2) Two disks of music with tape selecter.
GROOVE IS IN THE HEART Remix of the song by DeeLite, If you like the song.
JARRE DOCKLANDS The keyboard wizard, sampled and on your amiga. Great !
JUSTIFY MY LOVE Remix of Madonna song plus more mixed in!
KEFRENS JUKEBOX This ones super ! Lovely music with a Juke box Selector
LSD DONT PANIC Superb new music disk, exellent quality music.
MADONNA VOGUE (4) Sampled remix of the song, good quality sample too.
MAGNETIC FIELDS CHIP FESTIVAL Crammed full of great chip music!
MANIACS OF NOISE This is brilliant ! Great stevie wonder type music-!
MIAMI VICE REMIX Sampled music + a digitised pic!
NAGEL PICS Some nice pictures from a well known artist.
NEWTRONS MUSIC BOX Headbanger demo ! Beats in time to the music !
PAT MUSIC I Collection of fantastic ripped music, by various artists.
PAT MUSIC II Another great collection of ripped music here.
PAT MUSIC III Another great collection of songs by Pat. Well cool.
PHENOMENA MUSIC DREAMS I Twenty wicked songs by twins of Phenomena.
PHENOMENA MUSIC DREAMS II Second in the series More superb music !
POPEYE MEETS THE BEACHBOYS Great demo very funny!
RAM RAT III 4 really long songs on this one, very good.
RAZOR FACE ANOTHER DAY This is an incredible music track!
RHAPSODY IN BLUE Great conversion of Gershwin music by Rob Baxter! 1mg.
SILENTS BLUES HOUSE (2) Tangerine Dream style music. With game. Brilliant !
SILENTS FULL POWER House it up music. Includes Remix of tricky disco.
SOUND OF SILENTS This is a must ! Great atmospheric Jesper Kyd music !!
STAR DREK SAMPLED (2) Amusing mickey take of Star Trek. Great for a Laugh!
TALK TO THE TREES Another very funny sampled music/Comedy track.
TECHNOTRONIC REMIXES Pump Up the Jam and Get Up - they even sing it !
TECHNOTRONIX REMIX All of their songs remixed into one great track !
THE SOUNDS OF GNOME Mahoney and Kaktus music disk. 46 great tunes.
TIMECIRCLE MUSIC More Commodore 64 style music. Very good
VIVALDI - FOUR SEASONS (2) Superb rendition of 4 seasons by Rob Baxter
ZARCH 1 Great music tracks inc, Itsy bitsy,oh no Timmy Mallet ARGHHHH!
ZARCH 2 Another great pack of exellent tunes!
ZARCH 3 More good quality tunes on this compilation.
ZARCH 4 This is the latest disk, good quality as usual.

SLIDESHOWS

ADDAMS FAMILY The Addams family started when Uncle Fester ... (Ermm .. No!)
ADVANCE HAM A collection of brilliant digitised pictures with funky music.
AGATRON 5 Some superb HAM pictures, created by Tobias Richter.
AGATRON 6 Incredible 4096 color ray traced slideshow. Get this one !
AGATRON 8 Excellent HAM pictures, with some good music too. Mega !
AGATRON 9 More of Tobias Richters superb works, again based on Star Trek
AGATRON 12 Some more great pictures on this new disk.
AIRCRAFT SLIDE Lots of pictures of fighter aircraft.
ASTRONOMY SLIDE Nice pics of constellations, galaxies nebulae etc!
AUSTRALIAN SLIDE Lots of pics of Australia in 32 colours.
BORIS VAJELIO (2) Pictures digitised from works by the Artist. Nice.
BORN TO BE FREE Picture of wild animals this time. Very good quality
BUTTERFLIES (2) High qulaity slidshow of butterflies, by Weird Science.
C64 ART Lots of picture screens from the good old Commodore 64.
CHAINSAW SLIPPERS This one is Great, the pictures are naff but hilarious !
CHRIS HILL Great pics from a great artist!
COLOURCYCLES A slideshow of colour cycled pictures. Very impressive.
CREEP SHOW Iron maiden type pictures, Eddie and more. Not music too.
DARKLORD SLIDESHOW Lots of pictures in the Darklords distinctive style.
DEBBY HARRY SLIDESHOW Some nice pictures of 70s popstar (2 disks)
DEMONS III A quality slideshow from C-Dryk of Demons, with music to back.
DESERT ISLAND SLIDESHOW Lots of nice pictures on this disk.
DIVINE VISIONS (2) A slideshow of Mythylogical gods with music to back.
DR WHO SLIDESHOW Piccies of Dr Who and the infamous Daleks!
FENN TASTIC VOL 1 Picture show of Twin peaks star Sheryln Fenn.
FORBIDDEN PLANET Nice slide with story text of cult 50s Sci fi film!(2)
FRAXION FUTURE VISION Great fantasy slideshow especially for lo res.
GARFIELD Digitised slideshow of the cartoon hero by Jim davis.
GENOCIDE great fantasy slide with unusual fades & wipes & soundtrack.
GERMAN RAY TRACE High quality ray traced pictures by a german artist.
GRUSEL SLIDE Eerie fantasy slide from Germany, unusual.
HARRY ENFIELD SLIDESHOW A slideshow of Harry Enfield & Smith & Jones.
HEROIC DREAMS SLIDESHOW 1 Great fantasy art pics from Pendle Europa.
HEROIC DREAMS SLIDESHOW 2 More great fantasy art pictures
HEROIC DREAMS SLIDESHOW 3 And yet more great fantasy pictures.
INVISIBLE WORLD Not one for people scared of creepy crawly creatures !
IRON MAIDEN SLIDESHOW Digitised pics of Iron maiden & more!
JIMI HENDRIX SLIDESHOW Great picshow of the 60s rock legend! (2)
JOE SLIDESHOW 1 Very good quality slideshows drawn in Dpaint, by Joe/SCX
JOE SLIDESHOW 2 More supah pics by Joe. Check them out for yourself.
KELLY SLIDESHOW Some excellent quality HAM pictures. Various subjects.
KIM WILDE SLIDESHOW Lots of pics but mainly in black & white.
MADONNA SLIDESHOW Lots of pictures but needs 1 mg & 2 drives (disks)
MADONNA \DICK TRACY SLIDE Quite nice slideshow, (2)
MILLER LITE Pictures and music from the TV advert for Miller Lite lager
NAGEL PICTURES Great hi res pictures from a famous artist.
NAPALM DEATH SLIDE This one is for over the top moshers only!
NASA SLIDES 1 Picture of the space shuttle landing etc. Not bad.
NASA SLIDES 2 More pictures, this time viewed from space. good !
NEWTEK DYNAMIC HAM A slideshow of Newteks new mode 640x512 in 4096 colors.
NEXT PIXILIUM Very nice pictures all done in Dpaint plus some music.
NIGHTBREED Yukky slideshow from the film. Music suits the pictures !
NIGHTMARE ON ELM STREET SLIDESHOW great for all you freddy fans (2 disks)
NIK WILLIAMS Some very well digitised pictures from the pictureware.
NW DYNAMIC HAM More from the Nik Williams series. Incredible quality.
PENTAGON & DRIFTERS Very high quality Hi-res B/W fantasy pictures.
PHOTMONTAGE I Slideshow on various subjects very nicely done.
PHOTOMONTAGE II Another great slide of various subjects.
POP STAR PICS Piccies of Mel & Kim, Madonna, Curiosity & Pet shop boys!
RICK PARK'S ART Dpaint style pictures all done in Hi Resolution.
ROGER DEAN Digitised pictures by the artist all in HAM mode. Good.
SILENTS/CH 42 (2) This is superb, slides plus a great music track.
SPACE BUBBLES Great fantasy art pictures in interlaced ham.
SUPER HAM CARS Superbly digitised slideshow in Interlaced HAM. Beautiful !
SUN CONNECTION SLIDE Great ray traced pictures on this disk.
THE FABULOUS ART OF TOBIAS RICHTER Two disk compilation of some
TOTAL RECALL Music and pictures from the Arnie's Sci fi film. Great !
TERMINATOR II SLIDE Great slide of a great film! (2)
TRAVELLER SLIDES Impressive Pictures drawn in Dpaint by the Traveller.
VAX SLIDESHOW Pictures downloaded from a vax system. Very nice indeed.
VIC REEVES Pics of our hero & sampled music - You wouldnt let it lie !
WATERSHIP DOWN Cute side of those rabbits, great for the kids.
WRESTLE MANIA (2) Collection of picture and animations. Pretty good.
WWF WRESTLERS Pictures of Hulk Hogan and the rest of 'Em. Good quality.
YABBADABBA DOO Hey Hey Hey its the flintstones ! Wilma, fred and the rest.

MUSIC UTILITIES & MIDI

ALGORYTHMS Midi program for synthetic music creation.
ART OF MED Disk full of Med music scores.
ASSASSINS AUDIO MAGIC Collection of soundtrackers and ripping programs
ASSASSINS AUDIO MAGIC 2 Latest collection of soundtracker programs!
CASIO CZ EDITOR Superb program + 250 patches for Casio CZ series synths.
DELUXE MUSIC DATA Some scores need midi synths, (needs Deluxe music)
FUTURE COMPOSER A chip music sequencer. Complex to use, but good
GAMES MUSIC CREATOR A music sequencer, similar to soundtracker.
IFF SAMPLES Great samples taken from the Kawai 1 digital synth!
JAMCRACKER Four channel chip music sequencer. Also handles sampled sounds
KAWAI K1 Editor for changing your patches on your keyboard
KAWAI K4 This is similar to above, a patch editor for K4 synths.
MED 3.2 Very latest version of this superb sequencer. Great !
MED MUSIC DISK Some nice med music on this disk
MIDI DISK Contains lots of useful midi programs for synth owners
NOISETRACKER Music sequencer used by the pros. Stacks of superb functions

NOISETRACKER-EXECUTEABLE Convert your modules to a stand alone program.
PERFECTSOUND SAMPLER Nice sample edit program with some samples!
ROLAND D110 + S220 Converter program, convert Roland samples to IFF.
SAMPLES DISKS ST-01 TO ST-10 Various disks available ring for details.
SOUNDTRACKER 2.6 New release of this popular program, new editing screen
SOUNDTRACKER A superb four channel sequencer everybody uses this one !
SOUNDTRACKER COMPILATION Compilation of sound and noisetracker programs
ST-80 BEAST SAMPLES Lovely panflute sounds from Beast and Beast II
ST-90 SAMPLES DISK Studio quality samples. drums, bass, snares and more
ST-91 SAMPLES DISK Studio quality samples. drums, bass, snares and more
ST-92 SAMPLES DISK Studio quality samples. drums, bass, snares and more
ST-93 SAMPLES DISK Studio quality samples. drums, bass, snares and more
YAMAHA DX7 VOICE FILER Program for DX7 series synthesisers
YAMAHA DX7 VOICE SORTER For the above program.

AMOS PUBLIC DOMAIN

APD2 TREASURE SEARCH Find the buried treasure in this fun game
APD52 FORMS REALLY UNLIMITED a Great form designer program.
APD62 ARCADIA A nice version of the popular breakout game
APD76 RAINBOW WARRIOR Paint with coppers and save them out!
APD83 AMOS PAINT V3.7 Nice paint package in 2-64 colours.
APD85 REVERSI + SNAKES & LADDERS 2 well known games
APD96 PAIR IT Match the cards to make a pair,easy to play 1mb
APD97 DYNAMITE DICK Nice little amos game+ living slideshow
APD103 PICK UP A PUZZLE Solve jigsaw puzzles,3 difficulty levels
APD104 PICK UP A PUZZLE Datadisk for above.
APD109 WEIRD SCIENCE DEMO II BIRDS OF PREY Nice slideshow
APD110 CROSSFIRE Nice game, keep the kids occupied for ages.
APD115 BALLOONACY Good version of the classic 'Bomber' game.

ALL PUBLIC DOMAIN DISKS ARE NOW ONLY 99p WHEN YOU ORDER TEN OR MORE !

APD130 THE WOODEN BALL A shareware game 1mb
APD132 FAMILY HISTORY DATABASE Nice geneology program 1mb.
APD135 SIMON & SPACE MATHS 2 educational games on this disk.
APD137 TILE TRIAL Sliding tile puzzle to solve within a time limit
APD138 SPANISH TUTOR Good if you need to learn Spanish
APD139 MASTER RACE A quiz game set in outer space
APD148 DEMOLITION MISSION Another version of popular bomber game.1mb
APD153 MISSILE COMMAND Nice version of the old classic!
APD166 PICK UP A PUZZLE Datadisk 3
APD167 JIGMANIA Datadisk 1 (needs LPD13)
APD176 DATABASE MASTER V2.0 Nice database program, needs 1mb
APD180 DUNGEON DELVER Roam round mazes collect keys etc (2 disks)
APD181 DUNGEON DELVER DISK 2
APD182 PIXIE KINGDOM Another good exploration game on 2 disks
APD183 PIXIE KINGDOM DISK2
APD190 BLACKBELT Chop the blocks in this martial arts game
APD198 BOMBS FROM BAGDAD/PRODIGAL SON
APD205 R-DRAW 1.48 Another well laid out drawing package.
APD219 JIGMANIA Datadisk 2
APD220 JIGMANIA Datadisk 3
APD221 AMOS BINGO/CRACK THE CODE 2 games on this disk.
APD229 AMOS MULTIPAINT Another Amos paint program!
APD230 AMOS ASTEROIDS Four versions of the asteroids game.
APD231 AMOK Your robot is trapped in a strange world 1mg
APD237 SHAPES Very nice little puzzle game.
APD238 A.I.M. A picture convertor & image processor!
APDD254 HOBBS GAMES Crapman, Battle, Adrian & 80+ 4 games.
APD257 CASSETTE LABELLER + MIXED SOURCE Make your own cassette labels
APD271 WIZARDS DOMAIN Nicely done graphical adventure game
APD284 AMOSAGRAM Nice anagram program.
APD292 WAR OF THE FOUR A shareware graphic adventure game
APD 293 GRAND PRIX SIMULATOR Not a race game,more of a simulation.

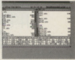
De Ja Vu Licenseware £3.50 Each

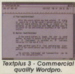
LPD1 COLOURING BOOK Colour in the nursery rhyme pictures
LPD2 ARC ANGEL MATHS An educational game to help kids with maths
LPD3 GALLEONS Follow up to the popular dogfight II game.
LPD4 THINGAMAJIG Superb jigsaw style game for kids, easy to use
LPD5 JUNGLE BUNGLE Icon driven adventure game for the kids
LPD6 PUKADA & SPRITES Avoid all the baddies as you remove the tiles
LPD7 FOUR WAY LYNX A 22 level puzzle to tiles to a main center tile
LPD8 WORK & PLAY 3 really good educational games on this disk.
LPD9 AMOS ASSEMBLER This disk requires AMOS to run.
LPD10 THE WORD FACTORY Great program helps the kids to spell
LPD11 GO-GETTER A card game where you have to pass go.
LPD12 HYPNOTIC LANDS catch balls coming down four different lanes
LPD13 JIGMANIA A jigsaw solving puzzle & a jigsaw construction kit
LPD14 PLAY IT SAFE For the very young, helps to teach safety at home
LPD15 ARC ANGEL SHAPES Make pictures from a variety of shapes
LPD16 REVERSI II New improved version of Reversi
LPD17 DOGFIGHT II Up to an 8 player shootemup game. Great!
LPD18 TOUCHSTONES An Ishido type game played with tiles
LPD19 X-IT-50 Shoot objects across the screen
LPD20 WORDY A basic Amosware wordprocessor program, quite good
LPD21 QUINGO Great quiz game in which you play Bingo
LPD22 LC10 FONTS New fonts for your Star LC10 / LC200 printer
LPD23 ESP Collect the letters ESP
LPD24 SHINING WAY OF KUNG FU 2 disk game with good graphics(5.50)
LPD25 THE MISSION A great text adventure written in Hisoft basic
LPD26 CYAD Collect the diamonds in this puzzle game
LPD27 FLOWER POWER grow flowers before bugs munch them away.
LPD28 BUDDBASE Simple to use database with tutorial
LPD29 BIG TOP FUN 4 great educational games for younger children
LPD30 SHYMER Nursery rhyme adventure game for young or old.
LPD31 CLI PRINTER DUMP Prints a screen dump of the screen display
LPD32 HARD DRIVE MENU SYSTEM Has menu of over 3,800 items.
LPD33 CREATIVE ADVENTURE TOOLKIT Produce stand alone adventures
LPD34 INVOICE PRINTER Quick production of invoices on paper
LPD35 T-TECDRAW Technical drawing program with print facilities
LPD36 FRACGEN II Great fractal program generator
LPD37 ROCKET MATHS Help children in maths with this game
LPD38 AMOS ART Contains lots of fonts,bobs,sprites & scenery blocks
LPD39 MAGIC FOREST II Great sideways scrolling platform game
LPD40 SPRITE BANK EDITOR Makes sprites really easy to use
LPD41 RESCUE A 3D adventure game done with 3D construction set
LPD42 X-STITCH Print out pics for embroidering, with documents
LPD43 LAZERZONE A very nice shoot em up game.
LPD44 FORMULA ONE CHALLENGE Nice road racing game.
LPD45 MUSIC BOX A music program for children of 7 upwards.
LPD46 MAGPIES CLIPART Lots of clipart, unavailable elsewhere.
LPD47 DIRTY CASH An exellent fruit machine program.
LPD48 SPARX'S STOCKING FILLERS 3 great seasonal Xmas games!
LPD49 MARVIN THE MARTIAN A maze type game, collect keys etc!
LPD50 MAGPIES CLIPART 2 More clipart, Animals, People, Food etc!
LPD51 MAGICAL YOUNG ARTIST Contains 30 stencils to colour in!
LPD52 LC24/200 FONTS Same as LPD22 but for 24 pin printers!
LPD53 MAGPIES CLIPART 3 162 pieces, Xmas, People, Scenes tools etc!
LPD54 MAGPIES CLIPART 4 169 pieces, Cartoons plants insects birds etc!
LPD55 SPRITEX V1.32 New sprite editor, superior to original editor!
LPD56 CTEXT V1.23 and 1.3 for programmers, use icon bank based fonts!

All the staff at NBS, Blitterchips, Vally and Start wish you a very Merry Christmas and a happy new year !

Come for a Joyride with Phenomena Hi Fredrik !

Adam at START on a bad day .....


SID ? Never heard of him ....


Textplus 3 - Commercial quality Wordpro.

Assassins Games.Thanks to Telebug & Arty !!!

German Ray-traced Slideshow. Yum !

Steve on his way to work Brunos Music 3

Advance Ham - The view from NBS's window

Get tracking with pro-tracker....

A500 PLUS+ OWNERS
Due to compatibility problems some PD will not work with the A500+. Please call us as we now have a range of programs that are FULLY compatible with the new amiga.

ALSO AVAILABLE FROM UPD DISTRIBUTORS:
FISH DISKS 1 - 560, T-BAG DISKS 1-54, SCOPE LIBRARY, AMIGOS, SNAG, SMAUG & MORE !

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091 587 1195

PAGE 2.0 BY ADAM AT START AND BRIAN AT VALLY. ONLY THE AMIGA MAKES IT POSSIBLE ......

DEMOS

If it's Amiga PD you're after, then look no further! Each month, Dan Slingsby takes an exhaustive look at what's new on the demos circuit.

IT'S A RIGHT SHAMEN

One of my fave groups gets the remix treatment as the Shamen make their PD debut with their excellent Move Any Mountain single (known as ProGen to us purists!). And what a belter it is too! Sampled by Two Toms, this one'll have you groovin' until the early hours.

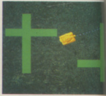
17 Bit, Disks 1399, 1400, ★★★★★

JIM
SUPERSTARS OF WRESTLING
HACKSAW JIM DUGGAN

WRESTLEMANIA

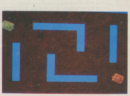
Reflecting just how popular Sky TV's WWF has become, we've received yet another three-disk slideshow devoted to the game's severely bloated and excessively fat wrestling stars. To the accompaniment of the WWF signature tune, there are countless mono pics of, among others, Jake 'the Snake' Roberts, Earthquake, The Mountie, Sgt. Slaughter, the British Bulldog, Texas Tornado and the rest of their hyper-active chums. Put together by Turbo Mart and Paul Bowler, the disks are available for the price of three blank disks and an SAE sent to: 13, Taylors Mews, Neath Hill, Milton Keynes, Bucks, MK14 6HL. ★★★

TANKS A LOT



Cast your grey cells back to the beginning of console entertainment as we know it and you might remember a supreme strategy blaster called *Combat*. Later to reappear as an addictive coin-op of the same name, the Atari game featured two tanks confronting each other over a variety of different mazes. The winner of each round was the tank which could destroy the other machine first. It was an incredibly simple idea which made for a really addictive two-player game. And now, reincarnated as *Tank Battle* by Robin Edwards, we have the 1990s version which offers a choice of five different mazes in which to do battle. With reverse and forward controls and an unlimited supply of bullets, this one'll have you playing until dawn.

PD Soft, L16, ★★★



SUPPLIERS' GUIDE

A Bit On The Side: 8 Thorald Place, Kirk Sandall, Doncaster.
Amiganuts: 169 Dale Valley Road, Hollybrook, Southampton.
Deja Vu: 25 Park Road, Wigan, WN6 7AA
G&S PD: 46 Weller Drive, Camberley, Surrey, GU15 2YA.
NBS: 132 Gunville Road, Newport, Isle Of Wight, PO30 5LH.
Off the Wall PD, 96 Macor Street, Newport, Gwent, NP9 0GW
PD Direct: 86 George Street, Newcastle, Staffs., ST5 1DN
PD Soft : 1 Bryant Avenue, Southend - On -Sea, Essex SS1 2YD.
Strictly PD: 11 York Place, Braidon, Bristol BS1 5UT.
Seventeen Bit: PO Box 97, Wakefield, WF1 1XX.
Softville, Unit 5, Stratfield Park, Electra Avenue, Waterlooville, Hants, PO7 7XN.
TCS: Handsworth Road, Blackpool, FY1 2RF
Vally PD: PO Box 15, Peterlee, Co Durham.
Virus Free PD: 23 Elborough Street, Swindon, SN2 2LS.

TENNANT'S EXTRA

Fans of the Pet Shop Boys will definitely want to get their mitts on a couple of disks which feature the gruesome twosome's unique blend of electronic pop music. Over the years, Neil Tennant and Chris Lowe have rung up no less than 19 top twenty hits and have successfully exported their particular brand of pop to the rest of the world. Now, two enterprising groups have come up with their own interpretations of the dynamic duo's hits. The best effort is undoubtedly the one put together by the enigmatic Shed which features Heart, Hit the Music, Rent and It's A Sin for your money. The other offering, *Manix Mix*, is based around Always On My Mind with samples from other songs thrown in for good measure.

PD Direct, PDM131 (Shed's version), PDM132, ★★★ & ★★

A LOTTA BOTTLE

Those whacky funsters, the Cracking-Up-Crew, have come up with a disk featuring three digitised black and white sequences taken from the recent 'In Bed With Madonna' movie. These feature the high-priestess of pop doing rather strange and unnatural things with a bottle of pop(!) and jiggling her more than ample assets at the camera. If you don't need to sit down after this one, you ain't human. . .

17 Bit, 1404, ★

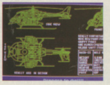
FAVE RAVE

Throw on your favourite baggy t-shirt, lace up your cheap immo trainers, sup a gallon of Lucozade, take some rather dodgy-looking smarties and get your dance pants on 'cos this disk is just brilliant. One of the best dance tracks of recent times, Prodigy's Charly has been sampled by the mysteriously-named Zee and stuck on a disk with two other hard-edged techno blasts for your delectation. Licensed exclusively to 17-Bit, *Techno Attack One* would certainly have 'em rockin' down at the Macclesfield Computer Club disco (I kid you not!). Wig out. . .

17-Bit, Disk SS10, ★★★★

AIR RAID

The *SWIV*-inspired sequel to *Raid* has just blasted onto the PD circuit and looks almost identical to Storm's classic blast as well as incorporating sound obviously imported from the original shoot 'em up. Unfortunately, the gameplay isn't a patch on *SWIV*, so all you skinflints hoping to pick up a bargain-price clone will be sorely disappointed. I'm amazed the team behind the game have been able to get away with what is, in effect, a blatant rip-off.



Virus Free, Disk Mission X,★★

GET WASTED

In their press release, NBS described *Wastelands* as being almost too good for PD, and who am I to disagree?! Domark's *3D Construction Kit* has spawned an ever increasing number of games and this is definitely the best so far. Set in the desert wastelands of Arizona, the US's most secretive nuclear base, Europa, has been taken over by a malevolent computer intelligence. This self-same electronic deity has taken control of Project Joshua, the most devastating nuclear warhead yet devised, and has begun a countdown to its launch. It's up to you to save the day and infiltrate the nuclear complex, defeat the in-built security systems, shutdown the nuclear core and destroy the computer's memory. Armed with a powerful laser and a finite energy level, it's a race against time as the Joshua missile begins its countdown. The 3D graphics are excellent and very detailed and add immensely to the on-going action. Put together by Artworx Design, who I think we'll be hearing a lot more about in the future, it's an extremely polished product that'll keep you engrossed for hours. Superb! *NBS, Disk G206,* ★★★★★

PLAY IT LOUD

The magnificent Bass MC returns with his latest techno-blast, *Subliminal Vision.* This time around, Bass hits us with a raw-edged techno beat accompanied by some weird and wonderful psychedelic colour cycling routines. Brilliant.

PD Soft, 1994, ★★★★

SUBLIMINAL
VISION

MINTER MAGIC

An old Jeff Minter classic from his VIC 20 days has been updated for the Amiga in the form of Steve Bennett's *Lazerzone* clone with 16-bit graphics and sound bolted on for good measure. Ranged over 20 levels, each player takes control of two guns, one mounted on a vertical ramp, the other fixed to a horizontal rail. As objects fly into view, the aim is to blast them to bits before they can come into contact with your weaponry. With a variety of add-ons, including a cloaking device, rapid fire and a protective shield available for purchase after each level, the guns are moved along their axis by moving the joystick in the required direction. Up and down movements shift the vertical-mounted gun, while side to side movements adjust the position of the horizontal blaster. Very addictive.

17 Bit, AMOS licenseware, LPD43, ★★★

CUT, TICK, & POST.....CUT, TICK & POST

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PD Soft. 1 Bryant, Southend-on-Sea, ESSEX, SS1 2YD.

MEGA DEMOS

☐ **1002 BUDBRAIN II** The second excellent Mega demo featuring madonna & smarts vectors
☐ **1003 HORIZON - SLEEPIN BAG** Plenty of moving vectors & full screen ray traced anim
☐ **1004 TREACL - MEDLEY RELATION** Excellent vector ball animation appears swirling about the screen.
☐ **1008 AMAZING TUNES II - SAE (3)** Has to be one of the best demos on the Amiga (1Mb)
☐ **1016 CRIONICS - TOTAL DESTRUCTION** Colour bars swirl about the screen. nice effects
☐ **1019 TECHNOFLIGHT** Watch the flight through a vector landscape. Superb colour swirll part
☐ **1044 KEFRENS - THE WALL** Thunder & Lightning roar in the back ground as the bricks start flying
☐ **1065 HAWKS** Very good batman part, good logos & samples sounds. very good parts indeed.
☐ **1097 DISORDER** Nice sliding floors & weird effects together with great graphics.
☐ **1146 EQIMANIA - DRUNKEN SKULLS** Nice scroller & digitized speech in first start.
☐ **1190 WIZZCATS - TRASHCAN** Brilliant graphics & sound, neat scroller & effects.
☐ **1200 DREAM DEALERS MEGA DEMO II** nice music & graphics, very impressive throughout
☐ **1238 ANARCHY - SYSTEM VIOLATION** Excellent soundtrack & introduction.
☐ **1256 THE SILENTS - BLUES HOUSE** High quality music & built in game, Like Thrust.
☐ **1280 MAGNETIC FIELDS - DIGITAL REMIX** Nice display with spectral meters & analysers
☐ **1310 BASS** Nice ray tracing & colour cycling effects. great moving floors & nice ending.
☐ **1315 ANIMATORS - ABSENCE OF LIGHT** 4 Tunes with on screen graphics & nice effects.
☐ **1402 MAGNETIC FIELDS - SPACED OUT** On screen is a display of 4 monitor screens.
☐ **1403 DEFCON 1 - CAN I PLAY WITH MADDNESS** A nive intro with 3D solid vectors & smooth graphics.
☐ **1404 PHENOMENA - ENIGMA** 3D Vector baxes, superb light sourse wire framed.
☐ **1441 TFA - THE PLASMUTEX** by The flame Arrows. *Madonna* Music & some excellent graphical effects. Reviewed in most magazines.
☐ **1532 ALIENATION - AURAL ECTACY** Some good tunes with an excellent music selection.
☐ **1578 THE SILNTS - GLOBAL TRASH** A Truly superb interactive demo. One of the best.
☐ **1589 THEM - PIXELLED PLEASURES** Great inter active demo full of fun for about 15 minutes.
☐ **1618 KBG MEGA DEMO (2)** This disk is totaly brilliant & realy well presented mega demo. (2)
☐ **1715 VECTRA - SINKING DEMAND** is a cool looking mega demo with colourful effects
☐ **1746 ANARCHY - INPIRATION IS NONE** Latest & the best ever mega demo from one of the best Amiga demo groups. Inc Anim
☐ **1748 THE SILENTS - ICE MEGA DEMO** This is there latest mega demos & is totaly stunning.Totaly Excellent Thanks Silents.
☐ **1764 PMC - CLASSIC MEGA DEMO** Another mega demo with more excellent effects & music.
☐ **1767 GOLDFIRE - ULTIMATE FX** There's some excellent demos lately & here's another.
☐ **1768 DARKNESS MEGA DEMO II** Another well done mega demo disk. Excellent disk.
☐ **1905 GOLDFIRE - OBLIQUE INFINITY** The latest excellent Gold fire mega demo .
☐ **1920 CULT - VECTOR DANCE II** *More* excellent Vectors direct from The Grioup Cult.
☐ **1924 TET - MELTED EXPERIENCE** There first big production Excellent *Music* mega demo.
☐ **1929 ANIMATORS - METAL MELISSA** Not the normal mega demo, Very good
☐ **1935 DEFJAM - PIXEL NATION** This is the latest Defjam production. worth a good look.
☐ **1947 THE SILENTS - FRANCE MEGA DEMO** This is our demo of the month. Recomended by us.
☐ **1957 ALPHA OMEGA** The Pure *Metal* coders present this live and direct from CNN
☐ **1976 ANARCHY - DIGITAL INNOVATION** Another classic mega demo from the Anarchy production live. Do'nt be surpriced to this in AF or CU Amiga. TOTALY EXCELLENT PRODUCTION.
☐ **1980 VIRTAL WORLDS MEGA DEMO**
☐ **1985 THE REBALS - THE THING** This is the latest Rebals Production and is excellent.
☐ **1987 THE DEVILS - NO REALITY** Loads of sections and excellent music.
☐ **1988 RAY OF HOPE II** This is one of the best graphical mega demos we have seen he at PD-Soft. **DEMO OF THE MONTH SEPT 91.**
☐ **1992 GHOSTLEY SPREADERS** Very impressive 1st mega demo. Excellent Music & Graphics.
☐ **1993 SUBCONSCIOUS DIMENTION** An excellent display & music selection. Very Good.
☐ **1994 BASE - SUBLIMINAL VISION** Superb Interactive Graphics & brilliant sound.
☐ **1995 KEFRENS - GUARDION DRAGON** The latest production from this great group.
☐ **1996 W.H.A.M - NEW VECTOR DEMO** Nice looking production & excellent music selection.
☐ **1997 DEVILS -** Another excellent production.
☐ **1999 DREAM DEALERS - TRAILS OF A DREAM** Superb product by the Dream Dealers
☐ **2006 AERO 91 - OVER DIMENSIONS** Neat demo with plenty of effects & cool music.
☐ **2028 IBB - MANGAD** This production has been voted **DEMO OF THE MONTH** by all here at PD-Soft. Excellent Sound, music & Grpahics.
☐ **2043 PHENOMENA - OBVIOUS DISASTER** More excellent effects with neat scrolling. Great
☐ **2100 CHAOS - FIRE CREW** Another excellent inter active mega demo with strange effects
☐ **2101 PANIC - 1000 WASTED DREAMS** A great new production from the guys in Panic.

(1Mb) ANIMATIONS

☐ **1021 USA vs IRAQ ANIM** The Animators presents an excellent animation disk.
☐ **1027 JUGGLER II ANIM** A neat follow up to the first animation called juggler. (2Mb)
☐ **1130 MARS ANIM** Superb anim which shows a space craft flying into a space complex
☐ **1317 BAD BIRD ANIM** Another superb anim made by Dr Gandalf with nice graphics.
☐ **1340 IRAK ANIM** A funny anim sequence of the Gulf war. Hilarious Stuff. Excellent disk.
☐ **1629 THE SIMPSONS BY DECAY** The simpsons double animation with excellent music.
☐ **1671 MAGICIAN ANIM VERSION II** Another Excellent ray traced Animtion. recommend
☐ **1750 PINK FLOYD** Another brick in the wall animation. reviewed in most manazines **(6)**
☐ **1863 JUGGETTE II ANIM** Another excellent animation in the Juggler style. Good graphics
☐ **1917 WOMAN IN RED ANIM** Sequence from the film captured on computer disk.
☐ **1956 CONGAMAN & WINDMILL** Animations both reviewed in miga format. Very good.
☐ **1973 WALK III ANIM** The latest animation in the same style as the juggler. Excellent
2035 BUNSEN BURNER Anim of a jet dodging through Fractale Mountains.
2064 DIET COCA COLA ADVERT Animation sequence taken from the TV Advert.
2074 LANDING SEQUENCE An excellent 4Mb animation mcreated by Tobias Richter (4)
2081 KNIGHT MOVES An excellent display of Knights fighting requires 2.5Mb (3)

AGATRON ANIMS

☐ **AT02 F15 JET FIGHTER** Flys in towards you then turns & lands on a runway. NCC -1694 Reliant
☐ **AT07 STARWARS FIGHTER 2** Anim X-Wing Fighter spins & flys off into outer space.
☐ **AT09 STARWARS** Extra large Anim takes the whole disk up. X-Wing & Fighters attacking.
☐ **AT11 DEAKTIVATOR & TANK** destorys he incoming attacker. from the film Tron.
☐ **AT13 ROBOT** Animation Number 1 Roboter moves & waves at you. By T.Richter
☐ **AT15 BILLIARD DESK & BILLIARD BALLS** A Ghost play a game of billiards on a table.
☐ **AT20 HUEY THE HELICOPTER** The heli takes off
☐ **AT24 KULI** Anilmation A pen writes Tevax the the screen falls away into the background
☐ **AT25 THE RUN** A police cars gives chase to a car traveling through fast moving traffic.
☐ **AT27 BUCH** Animation of a book opening
☐ **AT29 STAR WARS** Millenium Falcon & Tie Hunter By T.Ricards & the best of Agatron.
☐ **AT30 STAR WARS** Millenium Falcon goes into Hyperspace. Millenium falcon also landing.
☐ **AT31 SPECIAL ISSUE DISK :** A porsche car comes from under a desk. nice Tv picture.
☐ **AT32 THE PROBE** This animation show a probe from star Wars flying through space.
☐ **AT35 ACES** The Aces of the sky are back. **ACES 2** The Dogfight planes are attacking.
☐ **AT37 SZENE6** Tobias goes Khackers. **SZENE 9** Reflections workshops with a small walker.

STAR TREK SECTION

☐ **AT03 NCC 1684 Reliant** Shutle fly by. **F15 Jet Anim** By Allen Hastings. **NCC-618 Nelson.**
☐ **AT05 Klingon D7 Cruiser** fires torpedoeswhile passing. **NCC-1864 reliant** Very good.
☐ **AT10 ENTERPRICES** Leaves the Star station dock. **NCC 1701-A**. The classic animation.
☐ **AT14 GRABBER WORKBEE** lands on the Enterprise Ship. Anim & another NCC 1864 Reliant.
☐ **AT16 THE STAR TREK** Animation of the bridge & various pictures from the films Star trek.
☐ **AT17 THE TWOK NCC-1860** Reliant & the NCC 1701-A-Enterprise. **MENSCH ROBOTER**.
☐ **AT18 TWOK-0** Anim NCC 1860 Avenger & NCC 1701-A-Enterprise. NCC 1089 Grissom.
☐ **AT22 APPROACHING VESSELS** Animation, Binary Flight Wireframe landscape by T.Richter
☐ **AT23 STAR TREK FLEET MANEUVER** NCC-1940 Fly over & by animation. excellent classic
☐ **AT26 THE SHIP** Animation rocking at sea. Star Trek animation **NCC 1701-A** Dry docking.
☐ **AT33 THE PROBE II** Animation & **BRID OF PREY** Animation from Star Trek. **KLINGONHIT**
☐ **AT34 LEAVING SPACE OFFICE** Animation , **DOCKING** Animation from star trek. **ATTACK MODE** Bird of Prey Scout hip in attack mode
☐ **1060 STAR TREK THE NEXT GENERATION** This game is by Terry A. Mc Intosh. v1.47 *
☐ **1081 THE UTLTIMATE STAR TREK** Game by Tobias Richter. v1.0, requires 1Mb & (2) disks
☐ **1107** Star Treking Song (2,2DD)
☐ **1254** Star Trek The Shoot m Up game
☐ **1696** The Star Trek trivia quiz game
☐ **1835** The New Star Trek Game (1Mb)
☐ **2031 STAR DREK MUSIC (2)**
☐ **2033 STAR TREK MEGA DEMO (2)** T.Richter presents a Mega demo of Star Trek pictures.
☐ **SMAUG120** The Star Trek the game by Eric Gustafson US Inport regires 1Mb and (2) disks
☐ **SMAUG156** The Star Trek the game by Jimbo Barbers American version 1Mb and (3) disks
☐ **AMUSE19 TREK73** A strek trek Battle Simulator where you can attack klingons & Romulans
☐ **V367 STAR TREK INFORMATION** A Data base of all the original series. Very Detailed.
☐ **V446 STAR TREK SAMPLES** Various sound from the Cast of Star Trek original

AMOS PD

☐ **APD52 FORMS REALLY UNLIMITED**
☐ **APD85 SNAKE & LADDERS GAME**
☐ **APD97 DYNAMITE DICK GAME**
☐ **APD132 HAMILY HISTORY DATABASE**
☐ **APD133 MANDELBROT GENERATOR**
☐ **APD136 MATHS CALCULATOR V1.1**
☐ **APD146 FRUIT MACHINE SIMULATOR**
☐ **APD151 UNDERSTANDING AMOS** The Amos Tutorial Program Disk. A must
☐ **APD163 THE SAMPLE EDITOR V1.2**
☐ **APD176 AMOS DATABASE MASTER**
☐ **APD180 DUNGEON DELVER (2)**
☐ **APD189 GOLD SCORE ANALYSER V1**
☐ **APD190 BLACK BELT KARATE GAME**
☐ **APD215 FRACTAL WORKSHOP**
☐ **APD221 AMOS BINGO GAME**
☐ **APD233 AMOS COPY**
☐ **APD234 TEXT VIEWER & SNAKE GAME**
☐ **APD244 SLIDESHOW CREATOR PROGRAM**
☐ **APD249 JANET JACKSON RHYTHM NATION**
☐ **APD270 VIC REEVES SLIDES**
☐ **APD271 WIZARDS DOMAIN GAME**
☐ **APD273 WASTERPAINT & MANDELMASTER**
☐ **APD277 BATTLE PONG** Shufflepuck cafe game
☐ **APD279 FONT DISPLAY PROGRAM & FONTS**
☐ **APD287 PALETTE PLASTER V1.1**
☐ **APD303 LITTLE BUSTERS**
☐ **APD306 PIC PLAY V2.0**
☐ **APD310 KETSHUP** Excellent music collection (2)
☐ **APD312 AMOS SYSTEM FONT EDITOR** Edits various fonts includes LC-24/200.
☐ **APD313 MARINERS MATE GAME**
☐ **APD314 BLACKJACK TRAINER / CARD GAME**
☐ **APD325 HANG MAN & THE EDITOR**
☐ **APD326 HYPERBALL**
☐ **APD329 AMOS FRUIT MACHINE II**
☐ **APD333 AMERICAN FOOTBALL RADIO VERSION**
☐ **APD334 SNAKE IN THE GRASS**
☐ **APD336 6800 TROJAN LIGHT GUN DRIVERS**
☐ **APD338 JUDGEMENT DAY**

GAMES SELECTION

☐ **SMAUG149 MORIA** V3.0 Excellent role playing game with new improved graphics.
☐ **TCUG604** Vac, Hamberger, five in a line, watcher, Bug, Battle, Catmice, Zonx, Triclops; chess, Numberfumbler, Life-gen & Wander.
☐ **TUCG606** Trix, Video poker, theives, Daleks, GetIntoMyFace, Maze, Sprite, Malice & Packman
☐ **TUCG607** 3D Breackout, Bullrun, Co, Hack game, Gravity Wars, Dad, Nakamoto & Clue
☐ **TAUG617** Checker, Smart Rocket, Tank & Miniblast
☐ **AMUSE16** Hack & Gravitywars
☐ **0982 MONOPOLY & CLUEDO GAMES**
☐ **1245 NO MANS LAND** An excellent tow player game in future Gaunlet style. (2 player)
☐ **1247 RINGS OF ZON** This is simple gauntlet come dungeon adventure game.
☐ **1248 THE DRAGONS CAVE** (previous CU game of the month) see CU for more info
☐ **1255 THE SIMPSONS** An easy to use & controlled shoot em up game written in SUECK
☐ **1259 TWINTRIS** Still on the best Tetris variants that you can play. contains a 2 player mode
☐ **1260 PACKMAN** A very nice converson of the old classic game. with various new features.
☐ **1328 WHEEL OF FORTUNE** One of the best Quiz game's, As the series on Television.
☐ **1335 WIZZY'S QUEST** a simple game in whick you have to jump around the sceen moving blocks
☐ **1367 BLACK JACK** A Superb version of the board game Black jack. Conains all the normal features
☐ **1420 DTRIS** Played Tetris Well, This is the best version to Date (With 2 Player option)
☐ **1424 CHESS** by john Stanback, A neat little game with the choice of your own time limit.
☐ **1454 MEGA BALL** (THE BEST ARKANOID GAME,Better that any Full Price Games).
☐ **1486 SOLITAIRE & SOLITAIRE ROYAL** Two very excellent & addictive card games.
☐ **1509 DESTINATION MOONBASE** A neat space age game with various levels.
☐ **1534 THE HOLY GRAIL** Text adventure simular in styleto the inforgam games.
☐ **1555 FAMILY FUN II** Backgammon, Cribbage, solitaire, Milestone, Othello & Monoply.
☐ **1556 SEVEN TILES** Alpha Flights game which is a cross between Speedball & a soccer game.
☐ **1561 TRITWIS** This is the best version of Tetris on the amiga with a 3 play option.
☐ **1580 NETHACK** A fantasy game in which your goal is to retrieve the Amulet (2,2D)
☐ **1622 LORE OF CONQUEST** War game simular in concept to the game RISK.
☐ **1664 THE CASTLE ADVENTURE** Excellent new Text adventure simular to the infocom
☐ **1665 BATTLE FORCE ROLE PLAYING** Fight in robot form within this excellent game.
☐ **1695 NAPOLENIC WAR SIMULATOR** Excellent program sent direct by the author.
☐ **1707 IMPERIUM** Another excellent strategy game based apon Roman time.
☐ **1735 ASTERIODS** 'THE ORIGINAL' Another old classic. Remember that Classic.
☐ **1747 LLAMATRON GAME 2001 By Jeff Minter** Briliant stuff & Excellent production
☐ **1749 SCRAMBLE** 'The Original'Remember that old classic well is now on the Amiga.
☐ **1769 SKATE TRIBE** Skate board game simular in style to skate or die. Excellent.
☐ **1795 GAMES Vol1:** Sky Fight, Larn, Jackland, Bouncer, Blue Moon, Welltrix & Kap-Othello.
☐ **1796 GAMES Vol2:** Drip, Bally, Amoeba, Tron, Chess II, Tiles, Daleks, Yahzee & Stepz
☐ **1797 GAMES Vol3:** Asteriods, gravity Wars, Ping Pong, Orbit3D, MiniBlast & Gravattack.
☐ **1798 GAMES Vol4:** Car, EgyptianRun, game Cheats, Mr munk, Mutants & Backgammon
☐ **1799 GAMES Vol5:** RollOn, , Cat&mouse, SYS, Cosmo, Mazeman,DAD & Pharaoh.
☐ **1800 GAMES Vol6:** jumpy, King, Raps, CRobots, Death, Breakout, ATC & Tiny.
☐ **1801 ASSASSINS GAMES Vol1:** Tanx, Roller pede, Amigoids & Cave Runner (Boulder dash)
☐ **1802 ASSASSINS GAMES Vol2:** Girl Action (Space invaiders), Missile Comand, invaiders, Batty II, Maze game & Think Ahead.
☐ **1816 SUPER TWINTRIS** Totally playable.
☐ **1818 RAPHAELS REVENGE** The only Pd beat' em up game with an armed Teenage Turtle.
☐ **1870 PATIENCE'S & DOMINOS** The famous card game, this is the best version to date.
☐ **1964 AMIGA COLUMNS** Famous convertsion of the original game columns. Tetris variant
☐ **1974 ASSASSINS Vol.4** Jumper, Gomoku, Jumpy, Turbo Duel and Kwndine.
☐ **1975 ASSASSINS Vol.5** GoLonly,RetaliatorRaid.
☐ **1977 POM POM GUNNER** Shoot down the incoming world wor II air planes.
☐ **1981 TRUCKIN ON** See Format 26 for review (2)
☐ **1984 AIR WARRIOR** The first real flight simulator on the amiga with various Air planes to Fly
☐ **1989 ZEUS** Another puzzle game where you have to move various blocks to progress.
☐ **2014 DEXTROUS** Another simple Tetris clone
☐ **2017 MARBLE SLIDE** Simular to Pipeline move the sqaures so the marble can leave the screen
☐ **2018 JETMAN** Another spectrum classic converted to the amiga. It's JetPak.
☐ **2019 CASTLE OF DOOM** Another adveture game for you to play around with.
☐ **2020 JEOPARDY (RISK)** A converson of that classic board game titled RISK.
☐ **2022 SEA LANCE** The first Silent service type sub war game within our amiga PD collection.
☐ **2039 THE WIZARDS DOMAIN** travel through various mazes to complete your quest.
☐ **2040 LEARN IN SPACE** Sums & Games
☐ **2054 ATIC ATAC** A rendition of the game from the original Spectrum computer.

DEMO DISKS

☐ **1242 RED DWARF PICTURES** The famus PD-Soft slideshow reviewed in previous CU's
☐ **1436 REBELS** - Stencil, **COMA** - The gallery, **TIMEX** - Plasma Explosion. & loads more
☐ **1625 INDIANA JONES & THE LAST CRUSADE** The Hi-Res picture Slide show **(2)**
☐ **1627 SHADOW - GAMBLING HOUSE** An excellent production with stunning graphics
☐ **1636 PNEUMATIC WEAPON PREVIEW** very neat production version which looks impressive.
☐ **1648 GENESIS - DISKMAN MUSIC** Superb picture of a compact diskman. Excellent Music
☐ **1656 FREEHAND - THE SIMPSONS** Do the Bartman another great remix of the hit record
☐ **1660 FREEHAND - YOU CAN'T TOUCH THIS** Excellent sample from MC Hammers hit.
☐ **1669 MADONNA (2)** Shes back with more excellent pictures colour pictures.
☐ **1678 SURFIN NICARAGUA III** A Great coll. of music with excellent graphics equalisers
☐ **1687 NEWTECK DIGIVIEW** High Quality definition Amiga produced Graphics
☐ **1698 REINCARNATION OF SGT (2) PEPPER** Freaky colourful graphics. Reviewed in AF26
☐ **1719 SQUADRON - MAD MUSIC** Another great music disk by Squadron. nicely presenting.
☐ **1728 VERICAL - MYSTICAL TUNES** Superb choice of music tracks for you to listern too.
☐ **1729 BASS - NO TECH** Loud music & anim effects. Brilliant start to the music demo.
☐ **1730 NOISE TRACKER COLLECTION** various modules for you to load into noise tracker (4)
☐ **1736 MADONNA** Slideshow III another Madonna slide show packed on 3 disks (3)
☐ **1740 DRUMS & PIPES** Music collection high Quility sound not to be missed.
☐ **1741 KLF MUSIC DISK** Sator presents this great music disk production disk.
☐ **1762 TERMINATOR II SLIDE SHOW** There's some excellent pictures from the film **(2)**
☐ **1772 HAM PICTURES** Totaly stunning graphics are stored on these disks (3)
☐ **1779 ROBOCOP III** An excellent Animation & Slideshow from the forth coming film.
☐ **1809 FRACTALGEN SLIDESHOW** An excellent collection od Fractal based pictures.
☐ **1812 ALIEN BLIP MOVIE (2) ???**
☐ **1834 MR POTATO HEAD** An animation like no other. it's been reviewed in most Mag's (2)
☐ **1837 DEPECHE MODE REMIXED MUSIC**
☐ **1839 PHONOMENA -** *Music Dream Coll.*
☐ **1843 MADONNA VOGUE MUSIC (4)** The full madonnsingle on computer disks.
☐ **1847 INSPIRED SOUND MUSIC (3)**
☐ **1854 WRESTLEMANIA VII (2)** All the Stars of the WWF battle it out on computer disks.
☐ **1856 MADONNA FOLLOWING YOU (2)** She's back with another new music disk.
☐ **1858 LIFE OF BRIAN SLIDESHOW** The mad & wacky group are back with more pictures.
☐ **1866 SEGA ADVERT REMIX** Very funny sample of a remixed Sega advert.
☐ **1867 THE KLF EXTERNAL STEREO REMIX** One of the better house music disks. Stereo
☐ **1892 SYNTHETIC POWER BY CAVE** an Excellent music production disk.
☐ **1893 JAMES BOND 007** Excellent music disk based on james bond 007 theme music
☐ **1896 HORROR MANIA** *Music Production* **(3)**
☐ **1901 BURNING INDEPENDANCE MUSIC**
☐ **1918 BEVERLY HILLS 90210 DEMO**
☐ **1919 FRIDAY THE 13th SLIDESHOW**
☐ **1923 DREAM MUSIC II BY PHENOMENA**
☐ **1934 OPERATION METALSTORM MUSIC**
☐ **1950 R-TYPE II PLAYABLE PREVIEW**
☐ **1951 CRYSTAL SYMPHONIES BY PHENOMENA** Anonther excellent production, recomended.
☐ **1978 JELI KARATE** Another kick em Up game preview with various excellent moves.
☐ **1983 ENCYCZ** A very good music collection from a friend of PD-Softs in Holland.
☐ **1986 ANONY PREVIEW BY PSYGNOSIS**
☐ **1990 ACME -** An excellent slideshow with a neat menu driver. Very good pictures
☐ **1991 PALACE** - Autumn Nights A better than average music disk. with some good music.
☐ **2004 TECHNOTRONIC MIX (1Mb)** The Beat Factory Presents this excellent *Megamix.*
☐ **2005 STOLEN DATA 7 MAGAZINE** Excellent disk with plenty of added extras. great Mag
☐ **2007 FOOTBALL CHAMPION PREVIEW**
☐ **2010 ELVIRA II PREVIEW** Take a look at the lastest game before the forth coming release.
☐ **2012 DUNGEONS OF EVALON** A preview by A-Cron & Cyberstyle. Excellent Game man..
☐ **2016 SIXNESS SIMULATOR** Sick Sounds.
☐ **2019 PERFECT PICTURES** 1 pics from Gothic
☐ **2030 JESTER - SONIC BOOM** An interesting music collection by Jester.
☐ **2037 ENIGMA - SADNESS 1** Another cover version of a spectacular music dance track.
☐ **2042 STEVE WRIGHT** - two more arnie Adverts titles Total Re Heat & Total Re print.
☐ **2058 I'M TOO SEXY** A sampled versionof Right said fred hit record. (2)
☐ **2061 CHARLY REMIX** From Prodigy's charly.
☐ **2070 FRUIT BASKET** A great looking music disk which is on 2 action packed disks. (2)
☐ **2072 AMPLIFIER II** Excellent follow up to the original . Excellent music disk collection (2)
☐ **2078 WWF PICTURES** Slideshow (3 & 1mb)
☐ **2084 TERMINTOR II** sample & pictures
☐ **2091 KICK OFF III** Slideshow from the game
☐ **2099 PSYGNOSIS - HISTORY TRIP** Pictures from all of there excellent computer games.
☐ **2105 QUAD - DEATH BY STERO** Excellent looking music disk from the group Quad.
☐ **2107 TBB - SLAIKKARI II** Party Slideshow (2)

UTILITIES

☐ **V002 CLIP ART COLLECTION No 1** Packed with Page Setter ART WORK (8) (v1.0 to v1.7)
☐ **V013 PLAY & READ EDUCATIONAL (2)** Math test. covers Addition, Subtraction, multiplication & division. Plus 4 games shark, Cat, Con & Mouse Also flower garden & Wheel of fortune.
☐ **V016 FISH TANK SIMULATOR** A program that simulates an aquarium. Visually pleasing.
☐ **V023 APPOINTMENT CALENDAR : NAG** An Electronic appointment calendar for the Amiga
☐ **V024 BANKN** Will allow you to keep track of your bank accounts) in perfect balance.
☐ **V027 QUICK BASE THE DATABASE** This is a mail base management utility program.
☐ **V028 SPELLCHECKER** Current glossary contains over 9,000 words. more words can be added.
☐ **V029 HOUSE HOLD INVENTORY** Means of maintaining all your House hold possessions.
☐ **V030 MEMMORY TST PROGAM** this routine will run memmory tests on your computers Ram.
☐ **V041 DPAINT ART** Conatins loads of pictures for you to mess around with.
☐ **V048 TV GRAPHICS,VIDEO GRAPHICS (8)** Packed with background screens for your video production. other utilities, Different types ofgraphic styles, peel - takes an IFF Picture peel down the screen, showfont & Loads more.
☐ **V082 A-COPIER & FAST LIGHTNING** This disk also contains various other excellent utilities.
☐ **V083 FORTH PROGRAMMING DISK** contains four languages MVP-Forth, forth, XLisp & Logo.
☐ **V086 VIDEO PRODUCTION (2)** Both disks are Packed with video & genlock utilities.
☐ **V090 PDS UTIL'S No 1 :** D-Copy, Music grabber, Slideshow maker & picture ripper.
☐ **V099 DPAINT ART II** Conatins loads of pictures for you to mess around with. The second disk
☐ **V108 AMIBASE V3.76** This is the Most popular Amiga Database. Very good
☐ **V109 PRINT STUDIO** Excellent for printing pictures or text. For Printer users. An excellent program for all printer owners. inc other utls.
☐ **V131 C-LIGHT** This is the most well known ray tracing proram on the Amiga to date.
☐ **V118 FIX DISK** This is the main program that repairs bad disks & files that have gone wrong.
☐ **V121 HYPERBASE PROGRAM** Anoother data base programfor the Amiga computer.
☐ **V122 MED WORD PROCESSOR** Med is a text editor with special documentation of its features
☐ **V124 DPAINT ART III/IV (2)** Conatins loads of pictures for you to mess around with. The next 2 disks
☐ **V131 C-LIGHT** a scene editor / Ray tracing & Animation progra. Uses Rays of Light.
☐ **V132 PSYGNOSIS INSTRUMENTS** for use with any music program. taken from various games.
☐ **V134 PAGESETTER CLIP ART** V1.9 & V2.0 **(2 disks)** Another collection of clip art for your collection.
☐ **V156 PAGESETTER CLIP ART** Another 3 disk collection to be used with any DTP package.
☐ **V169 RIPPED MODULES COLLECTION** full with Music & Samples, Excellent module collection (10)
☐ **V179 CLOUD & FRACTAL PROGRAMS** Fractal Generating utilities. juliaset & more.
☐ **V191 MASTER VIRUS KILLER** Virus Checker & Killer. With Excellent options. Includes search disk.
☐ **V193 THE EMULATORS** Covers Various (2) Formats which includes **CBM, IBM-PC & ST** IBM & ST Programs requires two disk drives.
☐ **V194 M.R.BACKUP HD** An excellent Hard disk back up program. Backs up all or any part of the drive.
☐ **V195 GRAPHIC CHANGE** Exchange graphics Between Atari St/PC Graphics to the Amiga.
☐ **V210 ARP (V1.3) WB1.3.2** Install to speed up your Workbenchs operations. replaces some commands on your workbench disk.
☐ **V213 HOUSE MUSIC** INSTRUMENTS **Vol II** The Samples have Remixed back. More Instruments.
☐ **V214 STAR TREKKER VERSION V1.3** This is a sound tracker like program. with different effects
☐ **V215 DISKMASTER V3.2** Copys files from one disk to another. **DISKSALV** corrects & repairs bad: disks. More utilities on the disk.
☐ **V218 VIRUS MURDERER & ZERO VIRUS** Kills & Protects all of your disks. Easy to use disk.
☐ **V232 FRACTAL CREATOR V1.2** Another excellent Fractal Generating Program
☐ **V256 THE SILENTS** Present: Some of the best Amiga music. Highley Recomened. modules
☐ **V259 MED** Brand new version & includes *Med* songs **(2)** Disk 2 packed with Med modules.
☐ **V261 TEXTPLUS VERSION 3.0** This disk is not just an update bulcompletly New Word processor.
☐ **V262 DUPLICATION & BACKUP:** Super Duper,Turbo copy, Sanity copy & PCopy. Four new copiers to backup your originals for save keeping.
☐ **V263 DRAWMAP3D V3.2b** Generate flat Globes, Orbital & Mercator Pictures of the Earth.
☐ **V264 PDS Vol 8: VIRUS KILLERS,** Big Brother,Berserker,Zero Virus & NoVirus.
☐ **V266 FLETCHER UTLS 1: CONVMACF** Convert *Mac* fonts to the Amiga. **POST** Post Script Interpeter .
☐ **V267 FRACTALS V2.1** Fractal Generator that generates various different Styles of fractals.
☐ **V268 AMIGA VENTURE CREATOR : ADL** The Adventuedefinition Language program
☐ **V273 FRACTAL CONSTRUCTION SET** used to generate various fractals
☐ **V274 DICE C SYSTEM (2)** Dillons Inter-grated Enviroment system. V2.06.15
☐ **V276 DISKPRINT V2.7** Prints labels for 3.5 disks, Primarily for small PD Library
☐ **V277 FORTRAN -77** V1.3c Compiler, linker & run time support library. F470
☐ **V278 MANDELPANG** MandelBrot Plotter. This is the latest update
☐ **V279 CROSSWORD CREATOR** A program that creates crosswords. UPDATED VERSION.

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The Fred Fish Booklet has changed it is now professional printed, bound & Includes a sorted index of all the disks. It now stands at over 120 Pages. The Complete Fred Fish also comes with free update pages as the new disks are released. Please note that this is now available from PD-Soft it's also can be optained by our local Pd deaders. PD-Soft stocks all the Fred fish disks and receivesthem direct from the U.S.A.

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UTILITIES DISKS

☐ **V280 BUDGET** A program to help with managing personal finances. V1.302
☐ **V281 MANDELBROT ANIMATION V1.2** Generates series of Lo res 16 colour pictures.
☐ **V284 MCAD PROGRAM** The Object Drawing Program for the Amiga.ie CAD
☐ **V285 EDUCATIONAL:TYPING TUTOR** A Simple tutor which measures speed.
☐ **V286 DKB RAY TRACING PROGRAM** New Tracer with excellent Effects (3)
☐ **V289 SMAN MANDALBROT** Another new updated Fractal generating prog.
☐ **V291 POSTSCRIPT INTERPRESTER V1.5** An excellent Post script Interpreter for the Amiga
☐ **V292 CHEQUE BOOK ACCOUNTANT** Excellent way to keep track of Cheques
☐ **V294 ED'S MED MUSIC MODULES** Theres various music modules an excellent.
☐ **V297 MODEM COLLECTION No 1:** various modem programs & utilities for modem users.
☐ **V298 NORTH C V1.3 (2)** Unpacked Version of the best c programming program.
☐ **V301 EYE OF THE BEHOLDER HINT BOOK** Inc Maps, Strategy & Solution.
☐ **V304 CHAOS STRIKES BACK HINT BOOK** Inc Maps, Strategy & Solution.
☐ **V306 A-GENE V3.125** Lastest version of the Family Tree program. reviewed in CU Amiga.
☐ **V307 VIDEO TAPE DATABASE PRGRAM:** Catalogue all your video tapes on a database.
☐ **V311 JACK NICKIUS COURSE DISKS (5)** Various New courses for the Golf Game.
☐ **V316 MEAN 18 EXTRA COURSES** various new courses for use with the game mean 18 **(2)**
☐ **V318 PRO TRACKER V1.18 & SOUND TRACKER V2.6** The Lastest & best versions these's programs.
☐ **V323 ANALTICALC SPREAD SHEET (2)** At last a new version that works. Excellent disk
☐ **V325 ATARI ST EMULATOR** An excellent two disk set to run St software on the Amiga **(2)**
☐ **V327 SOUND TRACKER CONVERTER** Converts music modules in executables.
☐ **V328 ATCOPY-E** Copies from one side of your bridge board to the other (Amiga-2-PC)
☐ **V329 MESSY SID** Converts/Transfers Amiga Text to and from any IBM PC disks/Amiga.
☐ **V332 AMIGA PUNT PROGRAM** Horse racing prediction program for the amiga.
☐ **V333 KING JAMES VERSION OF THE BIBLE** Packed on four amiga disks **(4)**
☐ **V338 TRANSFORMER V3.3** This is the Latest version of the IBM Emulator disk.
☐ **V339 SPECTRUM EMULATOR DATA DISK** 1: Adventure Classics needs v216 or V443
☐ **V341 CLIP ART COLLECTION 2:** Eight more disks totaly packed with excellent clip art. **(8)**
☐ **V349 SID (V1.06)** Replaces the CLI command line & makes life every easy. recommended for all
☐ **V350 BUSINESS CARD MAKER** Design your own Business cards on the Amiga
☐ **V352 RADISH HOUSE MUSIC SAMLES III & EMF SAMPLES** More Sampled sounds **(2)**
☐ **V354 PDS UTLITIES No 13** Free Copy, removes protected games copy protection so that the user can install them on his/her hard disk. VMK, Another new virus killer. Disk-Cat, Can creator your own disk catalogue. Scenery, creates some excellent fractal based land scapes. Nuke, Kills the Latest virus travelling around the amiga scene.
☐ **V357 METAL MUSIC MODULES** A selection of Metal based music for any soundprograms.
☐ **V358 GENESIS LANDSCAPE** Sculpt or mould any landscape fractal. various types (FF501)
☐ **V361 PDS UTIL'S:14** Music based collection this time, The latest mod convert program, The New Noise Player program, The Latest Multi Player program, which will play various modules not just one type. Some modules for most music programs, & new instruments.
☐ **V362 PLAYING MODULES COLLECTION** These's disks are very well presented. (3)
☐ **V366 600 BUSINESS LETTERS** There are over 600 Standard business letters on this disk. Can be used as they are or insert some parts into your own letters/text.
☐ **V368 (ST-48/52) NEW INSTRUMENT DISKS** Another five disks of excellent samples **(5)**
☐ **V373 UPDATED C-64 EMULATOR** An Update on disk V295, the only difference is that there are now some C-64 Basic games.
☐ **V375 (ST-53/60)** Terminator, Running Man & Predator Samples & sound Fx. **(8 Disks)**
☐ **V384 (ST-62) TECHNOTRONIC SAMPLES** Loads of instruemnts taken from technotic
☐ **V385 (ST-63/66) FX INSTRUMENTS 2-5** Heres more sound effects / any m.program **(4)**
☐ **V389 QUICKBENCH** Loads as workbech & your machine resets workbench reapears.
☐ **V390 DESK TOP PUBLISHING PROGRAM** The first amiga PD Desk Top Publishing program. Encludes various extra features over the old Word processor, Test Editor, Grapics editor & loads more. A must.
☐ **V391 THE SUPER KILLERS:** This is the best virus killer disk to date kills over 194 virus and may be more, Includes Various excellent killers such as Boot X, can install loads of oot lock protections and more. Virus Checker V5.26 (Hard disk virus killer & good file checker)
☐ **V392 AMICASH** The best bankin program that i have ever used on the amiga. easy controlls.
☐ **V393 PDS UTL No 15:** Boot Games, The idea is to install one of two games onto your disks bootblocks. Brackout and Breaker, very simple to use. BootGen, Another boayt block program. BootPic, This program will install any IFF picture onto your disks bootblock, very easy to use. PaulCopy, Simple, quick and easy diskcopy program. ScreenJoeger, The idea is to load any picture or program and then reset your amiga, load this program and save the memory/ picture as an IFF picture. Trainer Maker.
☐ **V394 CHEMESTETIC** is a program that draws molecules using the calotte model. This means that atoms are drawn as bowls. Using this model, even extremely dangerous molecules like dioxine look quite nice. You can also save the pictures in IFF format which means that you can load them into any art package like Dpaint. This is version 2.06.
☐ **V395 UEDIT V2.6h** This is a shareware word processor editor with various learn modes, a command language, menu customization, hypertext, on line help, a teach mode, split windows, copy and paste, undo, features. This is version 2.6h
☐ **V396 PDS UTL No 16:** Dataeasy, Excellent database program which needs NO CLI knownage to use, nice menu driven system. LandScape, drawning program based around a landscape system
☐ **V397 MANDELBROT ADVENTURE KIT** a nicely done mandelbrot generator with full source code (about 18,000 lines of C code). Includes some sample images along with the parameters used to generate them, and lots of built-in help screens. By Steven Dillon.

MORE UTILITIES

☐ **V398 MED MUSIC MODULES No 2** Another collection of tunes for use with the med prog.
☐ **V399 PDS UTIL'S No 17** Stitchery is a patten program & **sMovie** a video production scroller.
☐ **V400 RAY TRACER CONSTRUCTION KIT** Anonther ray tracer for the amiga computer.
☐ **V401 WINDOWBENCH V1.0 (2)**his is an excellent Workbench replace an is styled in Amiga Workbench II form, RecomMended.
☐ **V403 AMOS UPDATE V1.32** The latest update for the program Amos.
☐ **V404 HAM RADIO** Various utilities for the Ham Radio user. Excellent utilities packed **(6)**
☐ **V410 PDS UTIL'S No 1: PRINTING UTILITIES** Various utilties for any printer user, theres some excellent programs here like, **PPType**, PPShow, ABFD, View, **Tiny Print**, Takes a text file and when printed through this program the text comes out very small (To the printer). **PPMore**, Font List, Extraxt, PrintFont, **FastJet**, A program for Deskjet 500 users you want to use the resolution enhanced graphic set. **GWPrint II & Font Manager.**
☐ **V411 NCOMM V1.921** The latest version of that excellent Modem program. On of the best Modem programms on the Amiga.
☐ **V413 WORKBENCH 2 & WORK STATION** This is not just another workbench clone. It's a collection of utilities with the Workbench theme. Contents of the disk are as follows, DMouse, 8 Colour Wb, My Menu, XIcon, pointer Anim, WBKalied, XColour, MegaWB, Exploding Windows, NewLock, weasel & Rubme. All will enhance work current Workbench in different ways. **(2)**
☐ **V415 VIDEO SCREENS:1** Another disk packed with excellent back ground pictures for video production work or load them into Dpaint.
☐ **V417 SUPERBENCH & EXTRAS** Another excellent workbench replacement disk with more utilities than the original WB **(2)**
☐ **V419 GARFIELD CLIP ART PICTURES** Various pictures for use with any DTP program or DPaint.
☐ **V420 CURSOR BASIC COMPILER** Compile any Amiga Basic program with this utility disk.
☐ **V421 VIZ CLIP ART PICTURES** Various pictures to load into Dpaint or pagesetter.
☐ **V422 C: COMMANDS** This disk is filed with utilities which can be used in any Startup-sequence
☐ **V424 PDS UTILITIES No 18** Another collection of utilties by us here, Utilities include, **Antiflicker** program, said to stop the flicker in High Res. **Atari Emulator**, Another program to turn your amiga into an ST. **Smart Icon**, This program will change your workbench & smart up the window system. **WBLook**, Another eplacement window program.
☐ **V425 RED DEVILS UTL No 7** Another collection of utilties which include. Bootgirl v3.0, Takes an IFF piture (dpaint) & installes it onto a disks workbench. Hard drive protecter, Virus X 4.4, Track repair, New Zero virus, Newzap, GFX ripper, Exterminator & loads loads more.
☐ **V426 MADBENCH** another WB replacement disk Also comes complete with a Tutor disk **(2)**
☐ **V429 DIGITAL MARKETING DEMO MAKER** A new demo creator and not by Red Sector (2)
☐ **V433 ANIMATION STUDIO** An excellent Animation crestor for you to make your own.
☐ **V435 COMBENCH V1.0** Excellent Extra utilities forthis Workbench replace production.
☐ **V438 OPTI UTILITIES V2.0** This disk is packed with some excellent hard disk utilities.
☐ **V439 AMIGA C: MANUAL II** This manual is the complete C: manual for the Amiga & describes open & work with all parts of the C: system. It also contains various examples, some simple & some morecomplex all the way through the disks a tutorial is there to help you out. **(4 Disks)**
☐ **V443 SPECTRUM EMULATOR V1.2 By KGB** Various new features but the main updated feature is that it now has sound ability and also contains some new games.
☐ **V444 PRINTER DRIVER UPDATE DISK III** Another update to our printer driver collection. now contains instructionon how to install them.
☐ **V445 JRCOMM V1.02** This is the latest version of the excellent modem based computer program. see Amiga Shooper.
☐ **V446 JACK NICKLAUS COURSE DISK 7** Another collection of courses for use with the J N golf Game. requires the Original game.
☐ **V448 V448 / V453 - HOUSE MUSIC SAMPLE COLLECTION** These disks can be sold seperatly, titles are Shamen Samples, KLF Samples, Bomb the Bass Samples, C & C Music factory samples, Radish samples SEPT & Electronic Samples. (6 Disk Pack).(ST-68+)
☐ **V455 LAND BUILDER** A fractal generating program to generate landscapes.
☐ **V456 LABELBASE V3.0** An Excellent data base program this is very easy to use. Recomended.
☐ **V457 BOOT X V4.03** The best Virus killer just got better. It now reognizes 260 boot blocks & is kickstart 2 compatible. Used by Us

BEST NEW AMOS

☐ **APD314 BLACKJACK TRAINER** This is an excellent copy of the card game blck Jack, various strategy set ups & you can set the computers level of play & Strategy that it will play.
☐ **APD315 SILVER BARS & THE EMEMY** This game is a conversion / clone of that old classic ny ocean software hunch back. Use your joystick to jump over various obstructions.
☐ **APD318 BOING** The aim of the game is to get Herbert back home to his village. Use your joystick to move jaster, jump or just slow down. Not the most picturess game in our library but very playable.
☐ **APD325 HANGMAN V2.0** Yes simon Walkate has converted the game hangman to the Amiga. this disk also contains an editor to create your own Puzzles.
☐ **APD326 HYPERBALL** This is the latest version of wooden ball. This is an excellent Battle Pong type game where you can play vs the computer or a friend.
☐ **APD329 AMOS FRUIT MACHINE II** By gary Hunt. This program is as near as possible to the type of fruit machine you can find in any snooke hall or Pub / Arcade. features include Hold, Numbers Held, Winspins, superwins, Bronze/ Silver/ gold Pots, Skill Shots, Stop a win, Cashpot, Gample & collect.
☐ **APD333 AMERICAN FOOTBALL RADIO VERSION** You are a coach of London and you have 5 seasons to win the Amosbowl.
☐ **APD334 SNAKE IN THE GRASS** By peter Harris. the idea of the game is to collection white mushrooms, Avoid red toadstools, Garden hedges & your own tail

RED SECTOR SECTION

The Red Sector Demo Creator

Review By : Andrew D. WiffenDate

Red Sector Inc. are a german demo group famous for some absolutely amazing demos now on the PD market (check out RSI MEGADEMO 296 & 297). Now the clever boffins have decided to giveaway some of their best kept secrets in the form of a demo maker. Not however just some old crappy PD tool, this demo maker is well laid out and easy to use.

The object screen is where you load all your logos, bobs etc. for use in the patterns. Included in the object screen is an editfacility enabling the user if he or she wishes to alter the colour of the given object ie, Big logo, bob etc. a most useful & ideal tool to save continual use of a paint package for this task.

The pattern screen contains all the tools you need to piece together your demo including - Zoomtext - Line & Pixel Plot - & of course your logos. Anyone familiar with the noise tracker series will be used to pattern editing & should settle into this package quite easily. When creating pixel or line effects it is best to stick togeometrical numbers like 256 and 128 to achieve the best results.

High speed numbers can be used to give the effect of two objectson the screen rather than one. It is in this way multiple linesine scrollers can be made. I have had 6 at one time, and thesame numbers can be used with the plasma editor, remember, itsonly a sine wave too !! Logos can be brought onto the screen in various ways including bouncing, zooming & flooding.

Copper plasma can then be put behind the logo or stars or even both, to give it that extra touch of professionalism.Some clever effects can be acheived when you put your mind to work likecreating an 11 plane starfield !!!!! & getting vector objects tofollow the vector stars to give a near as possible 3D effect.

Disks to look out for are Deadzone Troopers Disks 1,2 & 3, (3 containsthe TSB Vector Designer & The RSI Vectorball Editor and a full setof documention brilliantly typed up by Screen Demon of the DZT as thereis to my knowledge no other docs available. Other DZT disks arepromised so keep your eyes open.

Also on the grapevine is a newdemo group called Dianetix of whom I am a member an will in the near future will be producing Pollysoft Licenceware disks with tutorials designed to make even the absolute beginner good at making demos. (First disk now in Stock Se below L17 Licenceware 3.00)

In conclusion the RSI Demo maker is in my opinion the best PD utility todate. Very few are of this extremly high quality professionalstandard. If you are interested in making demos for you owncollection or for public release this is the one for you.

Seriouusers should consider buying RSI Extras disks as these can containsome excellent material and would make excellent additions to anybodyspersonal disk collection.

☐ **V085 - RED SECTOR DEMO CREATOR :** The Main program used to create demos. Required if you wish to run any of the programs under. Excellent program see review above.
☐ **V330 - RED SECTOR EXTRAS DISK 1 :** On this disk are : 32 point Fonts, 16 Point fonts, vector stats, Star fields & music Space Journey - Lorna. By f deadzone Troopers.
☐ **V331 - RED SECTOR EXTRAS DISK 2 :** On this disk are Big logos, litle Logos, Vector Stars, Starfields, Bob Anims, Vector Objects, Vector Ball Objects, 32, 16 & 8 Point Fonts, Also the only Full Documents on the demo maker at present.
☐ **V340 - TSB VECTOR DESIGNER PROGRAM :** The special Bothers presnets The TSB Vector designer V1.1, this program will create filled vector objects, line vectors & bob Coords tables.
☐ **V365 - RED SECTOR MODULES (MUSIC) :** Various excellent music modules for use with the demo maker (all by red sector). modules include Laser Intro, Loading, louzy House 2 & More.
☐ **V374 - RED SECTOR BOBS EDITOR :** Simular to the vector editor (as an idea. It will easyly create Bob routines for the Red Sector Demo Maker Includes various Bobs to help you start.
☐ **V454 - RED SECTOR FONT EDITOR** Now you can create & Edit any fonts.
☐ **L17 - DIANETIX RED SECTOR EXTRA DISK 1 :** The IFF Converter lets you convert IFF Pictures into various formats including sprite 4, Sprite 16, Copper, ILBM, Raw Norm, Raw Blit & Outline.

OTHER EXTRA BITS FOR THE CREATOR

Also see The Fletcher Font Pack section for loads more fonts. PD-Soft Recomended FFP4 or FFP5. You can also use any of the sound modules like the Original Rips V168 to V178 (10 Disks).

EXTRA BITS (ACCESSORIES)

☐ **THE MOUSE PAD** Used to protect mouse vs dust & helps movment	£2.99
☐ **A500 AMIGA DUST COVER** Used to protect your keyboard from dust	£3.99
☐ **3.5 INCH DISK CLEANING KITS** Having trobble with software then clean your drive	£2.99
☐ **4 PLAYER ADAPTOR** Used with some of the new software/games out	£4.99
☐ **OYSTICK EXT LEAD (2M LONG)** Used to extend your joystick ports & easy access	£5.99
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☐ **2M PRINTER LEADS** Used to connect a printer to the Amiga	£6.49
☐ **DISK BOX (40) 3.5 INCH** Used for save storage for your disk collections	£4.99
☐ **DISK BOX (80) 3.5 INCH** Used for save storage for your disk collections	£7.99
☐ **DISK BOX (210) 3.5 INCH** Used for save storage of your disk collections	£19.99
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☐ **L2 MR DIG** Eat the earth, munch the cherries
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☐ **L5 SUBCULTURE** : R-Type clone where you have to shoot down waves of space ships flying towards you. The complete game.
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☐ **(E2) THE EUROCHARTS BY THE CRUSAIDERS:** Every month disk disk is updated with the latest Amiga software charts. NOVEMBER 91

NEWSFLASH EUROPE

THE NEWSFLASH Magazine is Packed with Editorial & general news, Software News & Reviews, Hints, tips, Entertainment & a creative section, **(2 disk collection.)**

UTILITIES ON THIS MONTHS ISSUE : 21

IFFCon - Converts IFF pictures to workbench icons. **Imploder 4.0** - Executable file compressor. **Deplode** - Uncompresses Imploder exe. **Last hope** - recovers deleted files. **Sys Info V2.36** - displays your amigas complete information. **Bearmon** - Complete monitor. All utilities come with full Instructions

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☐ **0981** Stealty manoeuvres II & Flyby.
☐ **1034** At The Movies Animation (1Mb)
☐ **1085** Swis Army on Manoeuvres (1Mb)
☐ **1582** Amy vs The Walker Animation
☐ **1609** Three more Stealthy Manoeuvre
☐ **1700** Anti Lemmins Animation Requires 2Mb (2 Disks both unarced).
☐ **1702** The Dating Game Animation Requires 3Mb (2 Disks both unarced).
☐ **1794** VTol Contest. fetures a helicopter and the stealty jet plane. Heli try to keepup.
☐ **1842** The Shuttle cock Animation (1Mb)
☐ **1850** Late Night & The Terminal Anims.
☐ **2013 AGILITY** Animation
☐ **2021 VIETHNAM CONFLICT** Animation

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954 Turtles Demo
1105 Crionics Neverwhere Demo
1188 Fillet The Fish
1200 Raiders of Lost Ark Anim *
1229 Budbrain 2
1238 Evil Dead Demo (X) *
1540 Amy .vs. Walker Anim *
1541 Batman Animation *
1552 Magician Animation V2.0 *
1560 Phenomena Enigma *
1628 Do The Bart, Man *
1707 Decay Simpsons Demo *
1753 Life Of Brian (2)
1782 Carrott The Chicken(2)(2D)
1784 Carrott Insomnia(2)(2D)
1823 N-n-n-n-nineteen Demo
1833 Agatron Animations 33
1834 Agatron Animations 34
1837 Plasmutex Demo

AMIGA A500 PLUS

The nightmare has begun and the new monster has now been released ahead of time!
Thanks Commodore!
A large amount of software, both commercial and PD, will not run on these new machines. We are working on a list of compatible titles but this will take some time to complete. If you own an A500 Plus be prepared for problems and please be patient, wherever you buy your software from.
If you're thinking of buying an A500 Plus - DON'T!

1841 Anti-Lemmin' Demo (2) **
1843 Phenomena Interspace
1846 Enterprise Anim (2)(2D) *
1850 The Wall (6)(2D) *
1856 Betty Boo Anim/Slideshow
1877 AMOS 3D Demo
1881 Mike Tyson Knockout Disk
1885 Robocop Animation *
1892 Shuttlecock Animation *
1900 Silents Ice Demo
1902 TomsoftVirtual World
1923 Star Wars Demo (2)(2D) *
1943 Windsurfer Animation (2) *
1947 Mr Potato Head *
1948 Mr Potato "Chips Are Up!" *
1950 Super Woman Animation *
1956 Creature Comforts Demo
1976 Equinox 'So What?' (2) *
1982 Real 3D Pinball Animation *
1983 Real 3D Teapot Animation *
2000 PMC Alpha Omega

GAMES

315 Return To Earth
496 Holy Grail Adventure *
648 Star Trek (USA) (2) *
680 Learn & Play (2)
727 Star Trek (Richter) (2)
766 Treasure Hunt
957 Pipeline
962 Drip!
987 Snakepit
991 Jeopard *
1004 Games Disk 9
1113 Wet Beaver Games
1230 Dragon Cave
1245 Rings Of Zon *
1411 A62 Arcadia
1520 A115 Balloonacy *
1533 The Jar *
1539 Megaball *

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1558 Adventure Solutions (2)
1577 A146 Fruit Machine *
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1591 A160 Quizmaster *
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1700 Terror Liner 2 (X)
1711 Mental Image Games Disk 1
1715 Frantic Freddie
1720 Cabaret Asteroids
1746 Word Games Volume 1 *
1747 Word Games Volume 2 *
1748 Strategy Games *
1749 Truckin' (2)(2D)
1790 Serene 2
1827 Scum Haters
1832 Pom Pom Gunner *
1879 Sea Lance *
1882 S.E.U.C.K. Simpsons Game
1883 Bionix II *
1905 J Nicklaus Course Disk 1
1916 Air Ace II
1926 Napoleonic War System *
1945 Island of Nephotons
1949 Dungeon Master Companion
1975 Raid
2011 Twintris *
2013 Zeus
2014 Cubulus
2015 Yelp!
2016 Downhill Challenge
2017 Mech Fight
2018 Wizzy's Quest

MUSIC

407 CD Player Demo *
409 Crusaders Freek'd Out!
418 Electric Youth (2)
497 Amiga Chart 5
552 Music Invasion 3 (2)
654 Powerlords Power Musix 2
700 Digital Concert IV
713 Flash! - Queen (2)
722 Beatmaster Club Mix
724 Technotronic Remix
746 Crusaders Bacteria
824 Digital Concert V
858 Sonix House
935 Madonna Hanky Panky
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969 100 C64 Games Tunes
970 The Comic Strip Remix
976 Scoopex Beast Sonix

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1695 Seal Crazy Remix *
1713 Spaced Out Vol. 1
1714 Spaced Out Vol. 2
1716 I Think We're Alone Now
1717 Everybody Dance Now
1718 Betty Boo Doing The Do
1755 Amazing Tunes 2 (3) *
1763 Aamond Gallant Knight (3) *
1772 Taipan Music Disk (2)
1776 Crusaders Sheet Music
1777 Beatmasters Technology
1787 Magnetic Beats 2
1788 Magnetic Beats 3
1821 Academy Music Collection
1822 Brainstorm Best Of Grubi
1824 SCR Musax 2
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1927 Here Comes The Hammer
1969 LSD Don't Panic
1973 Musical Dreams 1 *
1989 Aerosound Music
1993 Cats Sing Kylie!
1995 Crystal Symphonies
1997 Prologic Music Disk 1 *
1998 Dimension X Music 1

SLIDESHOWS

282 Forgotten Realms
617 Neighbours Slideshow
725 Diggy Piggies (2)
742 Madonna Slideshow
776 Exodus Real 3D
814 Viz Slideshow
831 Utopia Cartoon Slideshow
832 Utopia : Photomontage 3
863 Scream Queens (2)
891 Creepshow
899 Madonna Slideshow 2 (2) *
931 Heroic Dreams
942 Garfield Slideshow
968 Gorezone Slideshow (X)
1051 Total Recall Slideshow
1062 Golems Gate
1073 Fraxion Fantasy
1082 Annie Jones (Neighbours)
1085 Comic Slideshow (X)
1103 Girls Of Sports Illustrated
1210 Turtles Slideshow
1263 Crusaders : Richter (2)(2D)
1277 Fraxion : Divine Visions (2) *
1279 Forgotten Realms '90
1546 SkyWalker Digishow 1
1547 SkyWalker Digishow 2
1561 Demons Slideshow 3 *
1666 Mages Staff
1708 Invisible World Slideshow
1719 Yabba Dabba Cartoons
1781 Reflections Ray-Traced
1835 Night Breed Slideshow
1849 Film Posters Slideshow
1876 Reflections Ray-Traced 6
1901 Leeds United Slideshow
1919 Debbie Harry (2)(2D) *
1980 Real 3D Demo 1
1981 Real 3D Demo 2
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1991 Aquarius Images

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1893 DICE V2.06A
1896 Desk Bench (3)
1906 PageSetter Clip Art (8)
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1951 King James Bible (3)
1954 Celtics Demo Maker
1960 RSI Demo Maker (English)
1961 RSI DM Utility/Help Disk
1962 TSB 3D Vector Designers
1987 Quickbench *

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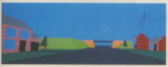
DEMOS

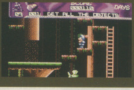
THREE-DEE

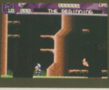
If you've been thinking about splashing out on Domark's *3D Construction Kit*, but have wanted to see what it can do before mortgaging your house for a copy, then take a look at *Rescue* by P. Ramsell. The game has been put together using the *Construction Kit* and contains an extremely detailed 3D environment. The aim is to rescue the kidnapped President who is currently being held hostage by a ruthless band of international terrorists. To aid you in your search, a special floppy disk has been hidden in a row of houses – finding this will give you some clues to the President's whereabouts. Impressive stuff.
17 Bit, Disk LPD41, ★★★



VIKING INVASION

After Core's *Heimdall* and this issue's review of *Hagar the Horrible*, you could be forgiven for thinking that Vikings are the latest fad in home entertainment. To further reinforce the trend, Virus Free have released *The Adventures of Norris*, a platform game which stars a tiny barbarian who has to dash around the humungous levels collecting treasure while avoiding all manner of beasties. Be on the lookout for huge wobbly tomatoes and green scowling cats as well as the more usual sword-wielding thugs and trolls. There's also a good sprinkling of pits, trap doors and lava pits to negotiate as well as all manner of ladders and platforms to help you move around each level. Despite an awkward control system which means you can only leap over objects when you're moving forwards, *The Adventures of Norris* is a fine game packed with features and long-lasting appeal.
Virus Free, Exclusiveware Disk, ★★★★





PDTOP TEN

A-Animation S-Sound U-Utility
G-Game M-Miscellaneous

1 Survivor **G**
2 WWF Slideshow **M**
3 Midnight Thief **G**
4 Humdinger 41 **M**
5 Adventures of Norris **G**
6 Shamen Remix **S**
7 Techno Attack One **S**
8 Gulf Conflict **A**
9 Ray of Hope 2 **M**
10 Subliminal Vision **M**

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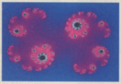
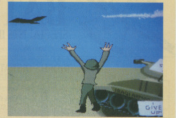
DAWN OF THE DEAD



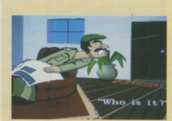
With the demise of Kefrens comes a new group still using the Kefrens logo and just as good. Nothing original here, unfortunately, but there's still some interesting stencil vectors on show as well as a selection of fractals and peeling graphic screens which loop over to reveal their wares. Listen out, also, for the clever use of a baby's cry in the final piece of music – weird, but clever. *NBS, Disk D721,* ★★

DEMO OF THE MONTH



GULF CONFLICT

The Gulf War might be history, but Eric Schwartz has come up with a neat skit on the 'Mother of All Wars'. The hunt is on for Saddam Hussein. A Stealth Fighter comes into view using its highly-advanced surveillance apparatus to scan the desert looking for signs of the gone-to-ground Iraqi leader. Finally, locating him hiding out in a small wooden hut, the Fighter lets rip with one of its hi-tech guided missiles. As the missile races to its target, it suddenly stops outside the hut and, in true Loony Tunes-style, knocks on the door. Inside, Ol' Saddam is busy reading the local paper with 'We've Won' plastered on the front page. When he goes to answer the door, the missile promptly explodes and blasts Saddam to bits. The animation is very stylish and incredibly smooth. Watch out for a brilliant colour-cycling routine as the plane plummets through the sky. Despite its jingoistic overtones, this is another top-notch animation from the American animation maestro and should grace anyone's collection.
TCS, Disk Gulf Conflict, ★★★★★



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919 ZEUS
920 HOLLYWOOD TRIVIA
921 FLASHBIER, NEAT 200 LEVELS
922 H-BALL, ARKANOID CLONE
923 SUPER TWINTRIS, BEST

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771 VIRTUAL WORLDS........1Meg, Great
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837 MADONNA ANIM, CRIONICS... 1Meg
733 SIMPSONS BY DECAY............ 1Meg
849 MOVE ANY MOUNTAIN..........REMIX
855 PET SHOP BOYS................ (MUSIC)
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852 PLEASE CHARLIE.............. (MUSIC)
850 GULF WAR BY ERIC SHWARTZ
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LPD25 THE MISSION – A Great Text Adventure................................Very Good
LPD26 C.Y.A.D. – BOULDERDASH Type Game, Addictive & Brill.....................1mg
LPD39 MAGIC FOREST II – Brilliant Commercial Quality Game...
LPD41 RESCUE – Reviewed in this Month's Magazine...................Very Neat
LPD43 LAZERZONE – A Very Nice Shoot-em-up Game.........................Very Good
LPD44 FORMULA ONE CHALLENGE – NEW Highly Addictive, Good.............1mg
LPD47 DIRTY CASH – NEW! The best Fruit Machine Sim I've Seen

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DEMOS

HOPE IN HELL

Another impressive demo this month comes from Magic 12 with the release of *Ray of Hope 2*, a kaleidoscope of colours and a cracking example of copper manipulations and plasma effects.

PD Soft, 1988, ★★★

RAY OF HOPE 2

GERSHY BARS

Fans of Woody Allen's Manhatten movie will already be familiar with the stirring melodies of one of this century's greatest composers, the incomparable George Gershwin. Ol' George was responsible for more hit musicals than both Tim Rice and Lloyd Webber combined as well as composing a number of more serious works including 'An American In Paris', 'Second Rhapsody' and the smash opera, 'Porgy and Bess'. One of his most famous and evocative works, Rhapsody in Blue, has been recreated on the Amiga courtesy of the talented Rob Baxter. If the name sounds familiar, that's because Rob has also produced disks featuring the works of Debussy, Vivaldi, Mozart and Bach. And not a sampled sound amongst 'em.

17 Bit, 1402, ★★★

GRAND PRIX CHALLENGE

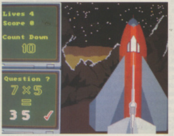
BARCLAY
USF&G
CAMOZZI

Although the only Grand Prix sim worth playing is Microprose's superb new game by Geoff Crammond (reviewed last issue in Screen Scene), management fans could do worse than pick up a copy of this AMOS game designed by Steve Rennocks. A myriad number of options include the ability to affect the skill of your pit crew and equip your car with state-of-the-art equipment.

17-Bit, Disk LPD44, ★★

COUNTDOWN

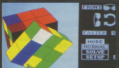
Here's a fun maths program for the under tens which combines elementary mathematics with a sci-fi theme. Split into fours parts, the first level sets the player a number of sums to solve. Each time a correct answer is entered, a countdown indicator moves closer to zero until, finally, a stationary space ship bursts into life and blasts off. The second stage features a spot of interplanetary spacehopping and the third a meteor storm, both of which involve another round of sum-solving. The fourth and final stage is reminiscent of *Gravitar*, in that a tiny space vessel has to be guided down to a safe landing using highly-sensitive thrusters. At the beginning of the game, the player can opt to answer questions on multiplication, addition, subtraction or division and there's also a choice of three difficulty levels. Definitely recommended for younger readers to help improve their basic maths in a fun way. Let's have more of these. *17 Bit, LPD3T,* ★★★



REVENGE IS SWEET

After giving TCS's *Humdinger* game compilation a rave review in last issue's Demos, I promptly forgot to include their address! For those of you who want to get your hands on this 41-game double disk set, you'll find TCS's address in the Suppliers' Guide box at the start of this column. And while I'm at it, we've just received *Humdinger 2 – The Revenge* which features another 40 top-quality PD games. Amongst the goodies on offer are old favourites such as *Cat & Mouse, Zeus, Cliff-hanger, Push, Connect4, Galactic Worm, Trix* and *Klondike*. There's also a good Rubik's Cube game and a brilliant 3D *Breakout* variant (3D specs not provided). If all that doesn't scream VFM at you, I don't know what will.

TCS, Humdinger 2, ★★★★



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Nestor	Very good card game
Mental Image Games (1 meg)	Fantastic
Arcadia	Good Amos breakout
Amega Race (1 meg)	Get set and fire
Mahjong	Nice gfx good game
Star Trek	2 disk space voyage
Trucking On (1 meg)	Great 2 disk game
Shapes	Addictive puzzle game
Megaball	A great game of breakout
Baloonacy	Drop those bombs
Lazer-Zone	Arcade blast em!
ST-Bash	Good old invaders
Destination Moon	Tricky space game
China Challenge	Addictive puzzles
Dungeon Delver	2 disk arcade adventure
The Maze	Don't get too lost
Hollywood Trivia	An interesting quiz
Wheel of fortune	good quiz game
The Wodden Ball (1 meg)	Speedball clone
Drip	Arcade fun!
Tomtespel	2 player action
Tile Trail (1 meg)	tidy puzzle game
Excalibur	Shoot everything
Pixie Kingdon	2 disk arcade quest
Sea Lance	Strategy at sea
Pom Pom	A very good blast em game
Yelp	Neat game for the kids
Ready Robot Demo (1 meg)	Fun learning
Legotris	Tetris for two
Lights Out	Be a vandal & avoid the cops
Llamatros	A great Jeff Minter game
Project 1	Blast the enemy
Seven Tiles	Futuristic football game
The Simpsons	Bart on the loose
Tricky	A tidy puzzle game
Zeus	move those tiles in style
Omega (1 meg)	Neat text adventure
Blizzard	An arcade type space game
Scum Haters	Clean up Londons streets

SLIDE-SHOWS

Superham Cars	Quality digi pics
Watership Down	Catch the cute bunnies
Ghost Hunting	Bool
Network	Superb art
Nagelesque	Brilliant artwork
Demons III	Great music & pics
Amega Party Graphics	Very tidy work
Nemisis Prologue	Good artwork
Nemisis Chapter 1 (1 meg)	2 disks
Utophia Cartoon Slides	Fun pics
Hyperdisk 1	Good pics and story
Network	Classy art work
Amega Party Graphics	Neat comp piccys
Razzamatazz	Good sporting slides
Apols Digishow	tidy digitised pics

DEMOS

Enigma	Good phenomena demo
Rebels Coma (1 meg)	Brill classic
Pulling The Trigger (1 meg)	Love this
Rebels mega II	Neat gfx
Fractal Flight II (1 meg)	Plays well
Acme Mega (1 meg)	Very fancy
Tropical Sunset	Well done silents
Up Front Cool Fridge (1 meg)	Well done
It Mega	Neat effects on this one
Plasmutex	The greatest plasma
Darkness mega	Love the fancy loading
Digital Innoviations	Nice one anarchy
Tuff Stuff 021 (1 meg)	Tidy demo comp
Decaying Paradise (1 meg)	Great vectors
Loominations (1 meg)	Kids will love it

UTILITIES

N-Comm V1.92	A very good comms disk
Opti Utils 2	The best utilities
PCO Pascal	A pascal compiler
A68K	68000 assembler
Med V3.11	misic editor
D-Copy	Disk copier
RSI Demomaker	Brill demo maker
T.S.B. Vector Designer	Ace program
Kwickbackup	Hard disk backup
M.V.K. V2.1	Virus killer
Bootx V3.80 & Zerovirus	good killers
ST Emulator	It works
Spectrum Emulator	Oh! memories
Startrekker	4/8 track editor
Noisetracker	Loads of versions
Textplus 2.2E	Nice world processor
ARP V1. 3	Some useful commands
SID V1.6	The best directoyr util
Amibase V3.67	Very good database
Electro Cad	Design your circuits
M-Cad	Amiga cad program
Noiseplayer V4	A great module player
Uedit V2.3	Word processor
Flexi Base V2.00	Neat database
C Manual V2.00	All you need for C
Med V3.11	New version music editor
Analyticalc	Powerful spreadsheet
Iconmania	Icons & tool
Windows Benvh	New look workbench
Messysid II	Handles PC files

MUSIC

Bartman Remix	Great sounds
Newtronis Music Box	Very well done
Star Drek	2 disk comedy
Journey into Sound	and so it is
Powermusic	Power lords music disk
Banging Raves	Music from intuition
Vogue CD Player	Looks and sounds good
Vivaldi	2 disk classical
Baby Sittin Boogie	Funny sampled song

ANIMATIONS

Rotamiga (1.5 meg)	Neat ray traced anim
More Classy Anims	Good quality
Pogo (1.5 meg)	Good anim with sound
The magician (1 meg)	Ray traced anim
Fillet the Fish	Very amusing
At the Movies (1.5 meg)	Brilliant
Puggs In Space	Cute little alien
Anti Lemmin (2 meg)	got to be the best
Tirreno (1 meg)	Good ray traced anim
The Gymnast (1 meg)	Ray traced & Tidy
Shuttlecock (1 meg)	Very amusing
Terminal (1 meg)	Doctor help
Franklin The Fly	Cute insect
Trackball (1 meg)	Tidy ray traced anim
Copter Anim	What a chopper
The Boings (1 meg)	Cute ray traced guys
Congaman (1 meg)	Beat dem drums
Doctor A (1 meg)	Good sculpt anim
The Dating Game (3 meg)	Animal antics
Gulf Conflict (2 meg)	Take to the skies

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LSPDC5	Bally, Sky Demo, Font Master, Contoura, Jesus
LSPDC6	Othello, Dragon Demo, Disk Utility, Dope
LSPDC7	Flipperty - Flipple, Iron Maiden sample
LSPDC8	Equalago, Memcheck, Street Tuff, Invaders
LSPDC9	GFX RIP, Tetracopy, TRSI-intro, Think, H-Ball
LSPDC10a	FixDisk V1.2, Eurochart Demo
LSPDC10b	Master Virus Killer, Simpsons SlideShow
FAUG2	Conquest, Trek 73, Deluxe Video, DP Slideshow
FAUG34	Slider, Cosmo, Mouseclock, Popcolours
FAUG44	Insanity Flight, Maxiplan Demo
GoldFish1	Triclops, Gravity Wars, ROT, WB Hacks
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D148 Mkie Tyson
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D074 Probe Sequence
D075 Puggs In Space
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D083 Safe Sex Demo
D411 Stamp Collector Anim
D321 Strip Slot Machine
D130 Sam Fox (nice!)
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PD UTILITIES

THE BEST NEW RELEASES • THE BEST NEW RELEASES •

Mat Broomfield peruses this month's best PD Utilities.

AMNUTS VIDEO VIEWER
LICENCEWARE

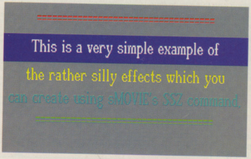
Here's one for all you amateur Steven Spielbergs. It's a great video package that creates scrolling titles using any Amiga font. Attractive effects can be achieved, including a variety of text wipes and colour fades.

Text can be scrolled horizontally or vertically in either high or low resolution, and screen colours can be defined to the user's specifications.

Video Viewer is not restricted to video titling either; it can be used as a high quality text-viewer allowing the user to mix a variety of text styles and sizes within a presentation.

Compared to packages such as *Big Scroller*, and *Video Titler Professional*, *Video Viewer* is excellent value for money.

Amiganuts 1199 ★★★★



This is a very simple example of
the rather silly effects which you
can create using sMOVIE's SSZ command

• •

WORDS 3.0 –
LICENCEWARE

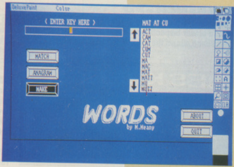
Regular readers will recall our review a couple of months ago of a neat utility called *Words*. This handy program has now been commercially released, and it's the ideal companion for word puzzle fanatics and competition buffs everywhere.

It has three operating modes: **Match**, **Anagram** and **Make**, all of which operate upon a textual string input by the user. The **Match** option provides possible words when some of the letters are missing. For instance, entering SU??TA?CE, returns the word SUBSTANCE. **Anagram** is self-explanatory: it attempts to find other words which use all of the specified letters. **Make** is certainly the most time saving option; it displays all words that can be made from the letters specified.

The original *Words* had a restricted glossary, and it was primarily intended as a preview. This is the first complete version and features a 55,000-words-plus glossary and an option to add more of your own. Because searches can be slow, the glossaries can be installed to memory if preferred.

This is a very likeable program. It might not be essential, but it's great fun to use.

Amiganuts ★★★



MAT AT CU

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ACT
CAM
CAT
CUM
CUT
MA
MAC
MAT
MATT
MU
MUTT
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VECTOR OBJECT EDITOR – PD

Last month we reviewed the *TSB Vector Object Designer* for the *RSI DemoMaker*. This month sees the release of the official *RSI/Data Becker Vector Object Editor*.

Featuring the groups inimitable user-friendliness, the *Vector Object Editor* creates static and animated vectors of the type used by the *DemoMaker*. Test the objects before saving them and colour them how you like.

***TSB Vector Designer* was good but this is even better. An absolute must for all *DemoMaker* fans.**

17 Bit Disk 1392 ★★★★★

RSI DEMOMAKER: FONT EDITOR – PD

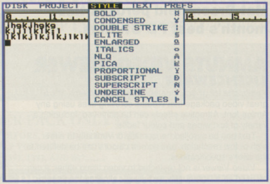
Here's yet another utility for the incredible *RSI DemoMaker*, this time it's a font editor which allows you to make your own 8, 16 and 32-point fonts for use in text screens and scrollers.

This program has been created by RSI/Data Becker, so you can be sure that it'll work perfectly with the *DemoMaker*. Far more user-friendly than Commodore's *FED*, it allows the font fanatic to create full-colour personalised letter styles, and it provides the user with a wide variety of editing tools.

It includes a variety of options to align type, create uniformly-sized letters, and generally make slick-looking alphabets.

17 Bit Disk 1390 ★★★★

PD UTILITIES



TEXT ENGINE 2.1 – *SHAREWARE*

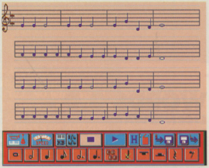
There are numerous word processors available, but *Text Engine* stands head and shoulders above most PD offerings. It's not the best-looking and it's certainly not the most comprehensive, but it does have one thing in its favour: it's easy to use!

Text Engine almost feels as if it were written for children. All of its options are easy to access and straight-forward to use. It works well and includes a couple of sophisticated features including the ability to define text via keyboard shortcuts.

There's not really a lot else to say about this package; it works well, it's cheap, it's easy to use... End of story!

Virus Free PD ★★★★

MUSIC BOX – *LICENCEWARE*



If your children want to make music, or you find that *Soundtracker*-type programs are too complex, *Music Box* could be the solution.

Instead of representing music using numbers, it uses the conventional system of staves and bars onto which are placed quavers, crotchets, minims etc.

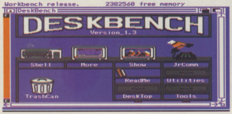
Just pick up notes from the bottom of the screen, place them on the staves and – hey! – composition.

This system is extremely simplistic, but it's likely to give pleasure to the young at heart. It's bright and cheery, and the instructions are aimed at children aged from about eight years upwards. Deja Vu ★★★★

DESKBENCH – PD

This unusual and under-rated utility has been around in one form or another for several months, but it needs a closer inspection now that a host of accessories are available.

Deskbench **allows the user to define icons which execute scripts or sequences of commands. Better still, the icons form part of an incredibly neat and tidy 'desktop'.**



This is one of the most useful programs I've encountered in ages. If you're concerned about the look of your Workbench screens, as well as how they run, give this system a try. Additional disks of icons and base units are also available from 17 Bit.

17 Bit Software – Deskbench 1.3: Disk 1396, Bases: Disk 1397, Icons: Disk 1398. ★★★★★

AMIBASE PROFESSIONAL III – *LICENCEWARE*

One of the most commonly used utilities is a database. Unfortunately, these are usually quite expensive, and until now the PD ones available have left a lot to be desired.

AmiBase Professional **has been loosely-styled on the excellent** ***Superbase Pro*** **interface with its video-style controls.**

Unlike ***AmiBase II*****, which stored its records in memory,** ***AmiBase III*** **uses the random access technique, transferring records to disk as they're created. Although this slows access, it means that the user is limited only by their disk space.**

AmiBase III **can be used with a floppy disk, but it really comes into its own when used in conjunction with a hard drive. Apart from its much greater storage capacity, access times are so fast that file storage ceases to be inconvenient.**

This flexible and well-written program is ideal for the would-be professional. An ideal introduction to database management, most will find that it's the only database they'll need.

Amiganuts ★★★★

ADDRESS BOOK

Amiganuts, Dept CU, 169 Dale Valley Road, Hollybrook, Southampton, S01 6QX

17 Bit, Dept CU, PO Box 97, Wakefield, WF1 1XX. Tel: 0924 366982.

Deja Vu, Dept CU, 25 Park Rd, Wigan, Lancs, WN6 7AA. Tel: 0942 495261.

Virus Free, Dept CU, 23 Elborough Road, Moredon, Swindon, Wilts, SN2 2LS. Tel: 0793 512321.

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RIGHT
LEVEL
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GVP
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This is a complete low-cost sound and music solution for the semi-professional and the audio hobbyist. The system consists of a small, high quality 8-bit stereo sound sampler that connects in to the parallel port on any Amiga 500, 1500, 2000 or 3000. Combined with one of the fastest, most powerful and easy-to-use sound and music editing programs available.

Any RCA-type audio source can be connected to the sampler, giving you a vast array of effects such as, filter, reverb, echo, fade in/out, etc. Supports MIDI instruments and can create songs in multiple file formats including Sound Tracker.

- *8-bit Stereo Sampler*
- *Plugs into parallel port*
- *Extensive editing features*
- *Works with all Amigas*

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  This slot has been built-in to allow future expansions to be made without using risky 'Pass-through' techniques.
- ***EXTERNAL SCSI PORT***
  You can add up to 6 external SCSI devices, eg CD-ROM, tape streamers, additional hard drives, scanners, etc.
- ***STYLE CO-ORDINATED***
  The GVP HD8+ is perfectly matched in colour and style to the Amiga 500.
- ***DEDICATED PSU + FAN***
  Following Commodore's recommendations for Amiga peripherals, the GVP HD8+ is supplied with its own external power supply and cooling fan.
- ***FREE 2 YEAR WARRANTY***

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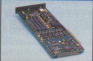
AMIGA 1500 + 2000 + 3000 PRODUCTS

22MHz ACCELERATOR

- *22MHz 68030 CPU*
- *68882 22MHz maths co-proc*
- *1Mb 32-bit RAM installed*
- *Expands to 13Mb 32-bit RAM*
- *32-bit SCSI controller on board*

This low cost, quality 68030 accelerator, memory upgrade, SCSI device interface and 68882 maths co-processor board offers the perfect introduction to low cost upgrades for the Amiga. It is supplied with 1Mb 32-bit RAM, and can be upgraded to 13Mb 32-bit RAM. Runs approximately 7 times faster than a standard Amiga 1500/2000.

£599 INC VAT — Order Ref: UPG 1922

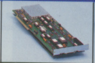


33MHz ACCELERATOR

- *33MHz 68030 CPU*
- *68882 33MHz maths co-proc*
- *4Mb 32-bit RAM installed*
- *Expands to 16Mb 32-bit RAM*
- *32-bit SCSI controller on board*

This fast 68030 accelerator, memory upgrade and SCSI device interface board delivers uncompromising speed and performance without a high price. It can take 16Mb 32-bit RAM and is supplied with 4Mb 32-bit RAM installed along with a 68882 maths co-processor. Runs approx 11.5 times faster than a standard Amiga 1500/2000.

£1299 INC VAT — Order Ref: UPG 1933



50MHz ACCELERATOR

- *50MHz 68030 CPU*
- *68882 50MHz maths co-proc*
- *4Mb 32-bit RAM installed*
- *Expands to 32Mb 32-bit RAM*
- *32-bit AT hard drive controller*

The FASTEST accelerator card and memory upgrade available from GVP. Featuring a 68030 CPU running at 50MHz, on-card memory expansion to 32Mb of 32-bit RAM and an IDE hard disk drive interface all on one card. Makes your Amiga run approx 13 times faster than a standard Amiga 1500/2000.

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- *Wide range of drive sizes*
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- *Supports virtually any SCSI device*

This is the equivalent of the HD8+ hard drive, but for the Amiga 1500 and 2000 models. It features the same unmatched facilities and performance giving unrivalled power. With GVP's innovative custom-chip design, easy and user-friendly installation and software, the HC8 is both powerful and simple to use.

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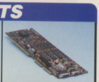

IMPACT VISION 24

- *768 × 580 PAL resolution*
- *Supports composite video, S-VHS and RGB signals*
- *Broadcast quality genlock*
- *Range of software supplied*

This is the very latest 24-bit Professional Video Adaptor. It features 16 million colours on screen at once, built-in genlock, flicker fixer, frame buffer, frame grabber and digital keyer. Supplied with Caligari 3D modelling and rendering software, Scala IV24 video titling software, plus Macro Paint 24-bit paint package.

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HARD NEWS

A hard drive has become an essential add-on for business and producivity users. Mat Broomfield puts a couple to the test to see how they perform.

Designed exclusively for the Amiga, the Impact plugs directly into the Amiga's expansion port and is so designed to look a part of the original machine. It's amazingly fast and provides the user with numerous expansion possibilities including extra memory slots.

WHY BOTHER?

A hard drive is the computer equivalent of fifteen jabs of anabolic steroids. A typical twenty megabyte drive will hold the equivalent of over twenty three floppy disks, and a 105 meg unit can hold over 122 disks worth of data.

In fact, most drives will hold much more than this because, when you load a floppy, each disk has to contain all of the routines and files that the program will use. A lot of software use similar library routines, so you will only need a single copy of each on your hard drive. Therefore, although in actual bytes a twenty meg drive can store 23 floppies worth of information, in terms of separate programs it may be able to store the equivalent of forty or more disks.

By compiling several disks of information on a single hard-drive, the endless disk-swapping of programs such as *Lattice (Aztec) C* and *Professional Page* can be completely avoided.

SPEED KILLS

A hard drive runs much faster than its floppier and flimsier counterpart. It can access many different programs in a session, moving from one to the other in a fraction of the loading time.

Hard drives are available in sizes ranging from 20 right up to 300 megabytes, and the abilities of each vary tremendously in terms of speed, reliability and performance.

With this in mind, let's take a look at the Impact Series II from GVP and the System 2000 from Vortex to see what they offer.

INSTALLATION

Before either can be used, they must be connected and configured. Neither drive is supplied with a particularly expansive manual and consequently they suffer.

Designed exclusively for the Amiga, the Impact slots directly into the expansion port. Before connecting it however, a metal shield must be attached to the computer. This reduces radio interference which the hard drive emits. Although simple enough once you know what you're doing, connecting the shield incorrectly is likely to kill your Amiga.

The System 2000 is connected to the Amiga via a device called the personality module which is included with the system. This is a small interface which plugs into the expansion port and acts as an 'interpreter' between the drive and the Amiga. The actual hard drive is not Amiga specific; it can be connected to any computer for which Vortex manufacture such a module. In one respect, this is very convenient because it means that should you move from an Amiga to a PC, for example, you only have to buy a new personality module to continue using the drive (although the data previously stored on it will not be accessible). The down-side to this method of doing things, is that being non-Amiga specific, it's much harder to include slots for add-ons such as memory boards etc. Another good thing is that both manufacturers pre-format their drives before they leave the factory. This means that you can get on with the business of filling them with data all the quicker.

The final task before use is called partitioning, or sub-dividing the drive. This process reduces the number of inappropriate files and directories that have to be scanned before selecting the

desired program. For example, a drive with three partitions may have games stored in the first with utilities and data saves in the other two. Both drives are already bisected into two partitions at the factory, although many users will prefer to re-partition them using the software supplied.

The first partition is recognised as **DH0:**. Many programs which include a hard disk installation option can only use this so it's definitely the most important partition. I would suggest that it should also be the largest.

GETTING DOWN TO BUSINESS

Most people will want a drive which is capable of auto-booting. This means that when the computer is switched on, the hard drive will automatically execute a startup-sequence and load Workbench if there isn't a disk present in DF0:, the internal Amiga floppy drive.

Amigas which operate under Kickstart 1.2 or its predecessors, do not have the ability to handle auto-booting hard drives. However, Vortex have programmed their drive so that it'll auto-boot even on 1.2 machines.

GVP have not demonstrated the same foresight. But for 1.3 owners, the Impact does have an additional advantage – it has an in-built game switch. Turn this off and the drive won't auto-boot – an advantage as not all software will run with an auto-booting system.

You can check which version of Kickstart you have by turning your Amiga on without a disk in the internal drive. After a few moments the Kickstart screen will appear (a blue hand holding a disk) and beneath it, the version number of your system.

STORING DATA

This is where it all starts happening. No matter how clever or well documented a hard drive is, the most important feature is its ability to store information.

I found that when using a one megabyte Amiga I constantly ran out of memory, even when using very basic programs.

The Impact doesn't like my ICD four meg memory upgrade at all, and crashes frequently, bringing the computer down with it. It seems to react especially strongly against *Scribble!* and *Professional Page/Draw*, particularly when accessing the disk for saves.

SAY, WHAT? (JARGON EXPLAINED)

AUTO-BOOT: The ability of a hard drive to automatically take over the Amiga's disk operating system so that the startup-sequence is executed without the need to put a disk into the internal drive.

AUTO-CONFIGURE MEMORY: The A500 is not designed to address more than one megabyte of memory, although by the use of configuration software, and perhaps some modifications to its circuit board, more memory can be used. Auto-configure memory negates all that messing around and is immediately available without the need for software or hardware modifications.

FORMAT: Prepare a disk to store machine specific data.

INTERFACE: The intermediary connection between one device and another.

LOGICAL DEVICE: A special directory to which data may be sent or from which it may be read. Logical devices differ from ordinary directories in that they can be referenced with generic names such as DF0: C: LIBS: etc which encompass any directory assigned to that device name.

PARTITION: A sub-division of a hard drive. Each partition is treated by the Amiga as a separate disk drive.

PERSONALITY MODULE: A module which translates the information transmitted by any computer into the format required by the hard drive.

STARTUP-SEQUENCE: The series of commands which is executed when a hard drive is turned on, or a DOS disk is inserted into the floppy drive after a reset.

Both drives include internal cooling fans, but the Impact's was significantly louder than the 2000 and is quite distracting.

HARD NEWS

The System 2000 seemed rather more stable, but it gave constant and unjustified read/write errors. Clicking on cancel, programs resume operations as usual so these 'ghost' errors seem to be a fault with the interface hardware rather than the drive itself. Mind you, in their instruction manual Vortex state that all hard drives contain a number of damaged tracks the second they come off the production line; so perhaps their's suffer more than most? Whatever the answer, I begrudge paying over £500 for a drive that's not 100% perfect when new!

VROOM VROOM

In terms of speed, the Impact was substantially faster than the Vortex. The System 2000 was on average six times faster than the Amiga's internal floppy disk drive, whereas the Impact was a massive 36 times faster. The greatest speed increase was produced when reading or writing large blocks of data in a single chunk. The larger the data block, the greater the speed differential between the Impact, the System 2000 and the Amiga's internal drive.

When reading raw data in blocks 32768 bytes long, the Impact reaches data transfer speeds averaging 451,404 bytes per second. That means that it can load a full 512k of data in only 1.15 seconds! The System 2000 takes just under 11 seconds to read the same amount of data, while the internal drive is still chugging along 30 seconds after that (41.8 seconds per 512k).

LETS MAKE SOME NOISE

Both drives include internal cooling fans which whirr constantly when the drives are switched on. The Impact has the loudest fan, and even though it's only equivalent to a loud refrigerator, it drove me crazy after a while. The System 2000 fan operates at a quiet hum.

The reverse is true of the actual hard drive mechanisms when reading or writing. The Impact is extremely quiet, which reflects the superlative quality of its Quantum mechanism, while the Vortex drive clicks along in a strangely reassuring way.

A QUESTION OF STYLE

Physically, both drives are very attractive, and their architecture is suited to different requirements. Whilst the Impact is perfectly styled to match the Amiga, it requires extra desk space alongside the computer. The System 2000, on the other hand, has a very clean, business-like appearance and is connected via a two-foot cable, which means that you can locate it on a nearby shelf if desk space is tight.

GVP FOR ADDITIVES

The Impact also includes a SCSI interface, which can daisy-chain up to six other SCSI peripherals. It also includes GVP's proprietary Minislot which is a special connector designed so that additional GVP products can easily be used with the Amiga.

Up to eight megabytes of expansion memory in the form of SIMMS modules can also be added. Any memory expansion is auto-configuring so there's no need to start soldering bits of wire to the inside of your Amiga. SIMMS are now available for as little as £105 for four megabytes, so the option to add them to the drive is a tremendous bonus.

Each drive offers different advantages: the System 2000 is quiet to use, compatible with ICD's Adram and can be used with other computers. The Impact is scorchingly fast, looks as if it's part of the Amiga and provides the user with numerous expansion possibilities, the most important of which are the extra memory slots.

On the negative side, System 2000 is incredibly over-priced, offers no expansion ports except an extra drive port, isn't particularly fast and keeps on generating phantom read/write errors. Impact requires additional desk space and disagrees violently with ICD's Adram board, begging the question: how many other products is it incompatible with?

Both drives are expensive by today's standards; however with the Impact you get a Rolls Royce of a hard drive, with the System 2000 you get... a hard drive!

Vortex's System 2000 is connected to the Amiga via a device called the personality module which is included with the system. Unfortunately, the HD offers no expansion ports except an extra drive port and isn't particularly fast. Phantom errors are also another problem.

VERDICT

IMPACT

- Incredibly fast (35 times faster than floppy)
- Quality mechanism
- Loads of expansion ports
- Auto-parking heads
- Noisy fan
- Incompatible with ICD Adram
- Quite pricey

★★★★

SYSTEM 2000

- Six times faster than a floppy drive
- Nice appearance
- Quiet fan
- Heads must be parked manually
- Inexplicable read/write errors
- Way too expensive
- Can be positioned up to two feet from Amiga
- Is compatible with other computers

★★★

ADDRESS BOOK

Both drives are available from Silica Systems at Unit 10, Ruxley Corner Industrial Estate, Edgington Way, Sidcup, Kent, DA14 5SS.
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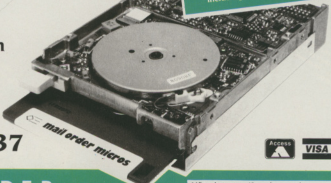

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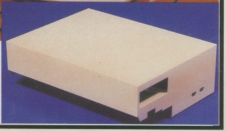

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SPORTS 4D

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A HAPPY RELEASE

If you've ever wished that your joystick had more range, the Freedom Connection could be the answer. Mat Broomfield sizes it up.

No matter how long the cord on your joystick, there are times when you wish that you could discard it completely. Now the problem is solved – forever. Never again will you get your joystick's lead irretrievably tangled up with your mouse's cord or that of the monitor's.

REACHING OUT

The *Freedom Connection* is an infra-red transmitter that allows the user to operate a joystick up to eighteen feet away from their computer. Consisting of a base unit which acts as a receiver, and a remote unit which forms the transmitter, the first unit is plugged into the joystick port of the Amiga and placed close to the monitor or TV screen facing towards the user. Any Atari-compatible joystick can be plugged into the transmitter which requires four AAA batteries to operate. The transmitter can be plugged into either joystick port and includes a switch to allow the user to select which one they want to use. It also includes an auto-fire switch.

FREEDOM CONNECTION™
ACEMORE

LIBERATION

Playing *R-Type 2* presented no problems as I delivered a steady and rapid stream of bullets, whilst deftly avoiding all obstacles. The auto-fire mode, which sends a rapid pulse when the fire button is pressed, did tend to make things rather jerky when I tried to move at the same time, however.

The transmitter includes a belt hook so that it can be suspended from the user's waist, and I found this the most convenient way to use it. The greatest advantage to using a remote control transmitter, rather than a remote control joystick, is that you can use your favourite stick. This is a definite plus; previous remote control joysticks are very rarely to the user's taste. Stylish design, good solid construction and a long range make this unit a sure-fire winner in my book.

VERDICT

- **Maximum range of eighteen feet**
- **Auto-fire interferes with movement**
- **Lets you use any joystick**
- **Works surprisingly well**

The *Freedom Connection* is available from Euromax, 0262 601006.

• • • • • • • • • • • •

PLAY BALL

A trackball can prove an excellent space saver. Mat Broomfield plays ball with two of the latest.

There's nothing new about track-balls, but Gasteiner's latest additions look set to turn a few heads. There are two units available: The *TKB-MT* which costs £24.95, and the the *TKB-MT-A* which sells for £29.95.

LITTLE BROTHER

The *TKB-MT* is a grey unit about the size of two packs of cigarettes stood side-by-side. It has a good solid feel to it, and the two-inch ball is reassuringly heavy. The two buttons, which perform the same function as those on a mouse, are located at the top right of the unit and respond positively. However, because the ball is positioned at the lower left of the unit, it's obviously been designed solely with right-handed people in mind. I tried using it left-handed, but it felt very unnatural.

Using my thumb to manipulate the ball, and my index and middle fingers to operate the buttons, I must admit it felt very comfortable. It takes a lot more effort than a mouse to move the pointer around the screen, especially over large distances, but I found the *TKB-MT* to be very responsive and precise. A standard mouse works at a resolution of approximately 220 dots per inch (DPI) and is capable of registering movement of up to 35cm per second. The *TKB-MT* operates at a resolution of 2000 DPI and can register movement up to 50cm per second!

THE MAIN EVENT

The *TKB-MT-A* is very similar to the *TKB-MT*. It features an ergonomic design which fits your hand more comfortably, and includes a special switch, which, when pressed with another button, keeps it activated until 'unlocked'. For example, if you're drawing using *D-Paint*, press the left button to begin drawing, and use the 'lock' button to fix the button mode. The buttons can then be released, but the cursor will behave as though you still had the left button held down – this is particularly useful for sketching.

I found both units very comfortable to use, although I was irritated by the slow cursor movement. I preferred the cheaper unit as the buttons were located in an easier position for my hand. They're both well constructed and reasonably priced, and are the ideal solution if you don't have room for a mouse.

VERDICT

- **Good solid construction**
- **High resolution**
- **Ideal for Desk-Top Publishing**
- **Reasonably priced**
- **Accurate cursor movement a bit too slow**

Both units are available from Gasteiner Technologies Ltd, Unit 12A, Millmead Business Centre, Millmead Road, London, N17 9QU. Tel: 081 365 1151.

AMERICAN FOOTBALL COACH

on the Amiga (1 Meg only)

You have a 5 year contract to take your team to at least one SuperBowl against some of the toughest opponents ever coached by your Amiga. There is an easier 'RADIO' game in Public Domain if you prefer(!) but this version here is for those looking for a difficult but REALISTIC coaching version of this great sport.

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COMING NEXT...CRICKET, BOXING, FOOTBALL...
see CU AMIGA for details.

bubble trouble

Mat Broomfield tests Hewlett Packard's £1000 colour Paintjet printer and gives his verdict.

There are a number of colour printers on the market, and at £999 (excluding VAT) the *Paintjet* is certainly one of the more expensive – so how does it justify its price?

The first part of the test was purely concerned with ease of output. After hooking the printer up, tests were done of its ability to print from *DPaint*, and using the HP *Paintjet* driver via Workbench, it worked perfectly and was easy to configure.

ALL IS NOT WELL

A particularly colourful image was used, and whilst it printed fairly well, the colours were nowhere near as bright as they'd appeared on screen. Hardly worth a grand so far... On printing thirty more screens, ranging from simple images comprised of bright bold colours through to complex scenes using many subtle shades, the results were fairly satisfactory.

HOW MANY COLOURS?!

As far as shading goes, the colours were blurred and indistinct. The *Paintjet* prints at 180 dots per inch, which is equivalent to a 32-pin dot matrix. Depite the high resolution, though, it can't cope with blocks of solid colour. Not only is the problem of banding (white strips every row) worse than on 9-pin dot matrix printers, but areas of solid colour look grainy. The system really ought to create a wide range of smoothly-printed colours.

By switching on Floyd-Steinberg shading (from preferences), the printer produced more accurate colours, but the print-outs became too dark.

In text mode, the printer swishes along at a very healthy 180 characters per second, but its resident fonts are of a low quality, and aren't even up to the standard of a 24-pin printer.

LOOKS BORING

The *Paintjet* is a fairly dull-looking printer. It measures about 18 inches wide by 12 deep, and stands four inches high, with the corners rounded to disguise its bland rectangular shape. All the machine's controls are located to the right of the printer, whilst the cables are tucked neatly away around the back.

Cut sheet or continuous (sprocket feed) paper up to eight inches wide (A4 size) can be used, and as an HP *Painjet* printer driver is available with Workbench, running the printer is simplicity itself.

I was very surprised at how badly the *Paintjet* printed colour screens, and the quiet printing doesn't compensate for its high price tag and poor print quality. If you're in the market for a colour printer, I strongly suggest that you consider the *Star LC200C* or the *Citizen Swift 24* with colour kit. Even the dirt-cheap *Okimate 20* seems attractive compared to Hewlett Packard's offering. Any of the above printers will operate with Care Electronics' £40 *Flexidump* program, and this will improve screen printing beyond anything the *Paintjet* is capable of.

The *Paintjet* may have been exciting when it was first released, but today it just looks rather sad. Save your money.

VERDICT

- Easy-to-use printer with poor fonts
- Fails to shade or print solids properly
- Try the alternatives above, instead

Pix 'n' Mix

Why should anyone want to convert great works of art into music? Mark Patterson trips the light fantastic and investigates. . .

Beware! *Pixound* may seem like a good idea, but in reality it's a great disappointment.

Light and sound, in terms of pure physics, are closely related – for instance, they both travel in waves and have varying frequencies. *Pixound* uses this affinity to convert pictures into music and the program's accompanying manual goes to great lengths to explain the relationship between painted art and music. It actually made me believe that what I thought was a joke could actually be quite an interesting program.

On loading the program, I instructed it to convert the *Pixound* logo into a tune. At the very least someone should have ensured that this particular action had impressive results, but what came through the monitor sounded like a cat having a fit on the keys of an out-of-tune piano.

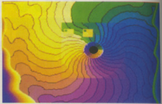
On my second attempt with the program, I converted a digitised picture of Neil Armstrong walking on the moon to a tune which used the *Pixound* mode called F Lydian. The tune grew progressively out-of-key, and no matter what picture I used the results were all painfully similar.

Pixound can accept virtually any type of IFF picture file from 16 to 4096 colours. It also has its own built-in paint package, which is crude but contains enough features for you to create very basic pictures. If drawing your own pictures seems too much hassle, *Pixound* has its own graphics generator which produces artwork that matches the random tunes. Using 31 different colour inversions, colour cycling can be used to produce some really freaky sonics.

A MODEL CITIZEN

***Pixound* can play back tunes in a variety of modes, which are accessed by transposing scales and chords to different positions. Take a seven-note mode such as C major, which contains the notes C, D, E, F, G, A, B. Major keys are normally used for happy, bright-sounding tracks. If you want something more moody you can base the scales and chords on the sixth note, A, which moves the piece into the Aeolian mode (see below), to produce a darker sound. The list of modes include:**

- **C Major – poppy**
- **D Dorian – Blues**
- **E Phrygian – Spanish**
- **F Lydian – Major with a dominant fourth**
- **G Myxolydian – Country and Western**
- **A Aeolian – Minor scale, dark sound**
- **B Locrian – Folk**



The composition can be outputted in any key and in a dozen styles. A piece of music can take on every form from traditional western to Far Eastern. Unfortunately, due to the random-sounding beeps which the program is infinitely good at creating, no matter what mode or key you use it still sounds awful. Tunes can also be harmonised in anything from unison to a chord such as major 6th. This is the only feature that produces any effect remotely worth listening to.

The package lets the user experiment with the Amiga's sound chips to produce customised noise. It's also MIDI compatible, so you can use the program with sound banks and keyboards.

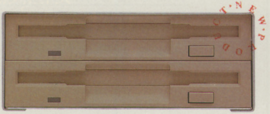
It's hard to see who could find this package useful – or even entertaining. The idea is good, but, unless a picture can be created that integrates with the program, the results nearly always sound like a mass of uncoordinated electronic beeps. Hardcore musicians and diehard hippies may find a few minutes favour with *Pixound*. I for one will go elsewhere.

VERDICT

- **Entertaining, if inadequate, manual.**
- **Is easy-to-use, although some knowledge of music theory will be handy.**
- **It's as musical, however, as a dead slug. Mozart and Bach would turn in their graves.**

Even Sonia or Danni Minogue on an off-day sound better than this!!

Where you can stick it.



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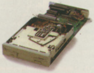

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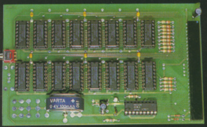

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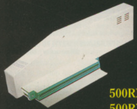

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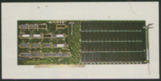

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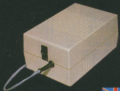

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You might not believe it, but even you can type at speeds of 90 words per minute or more. Mike Kale looks at a program to set your fingers-a-blazing.

It's an irony that most computer users, especially programmers, make lousy typists. Maybe it's because the roles are mutually exclusive – but I think that it's just because we're far too lazy to learn.

Touch Typist is a new program from Sector Software. It's aim is to improve the typing skills of all users, from expert to beginner, although it's in the latter role that the program shines brightest.

To derive the most from touch typing, the typist needs to use specific fingers to strike particular groups of keys. Although not particularly difficult to learn, it requires a fair amount of practice to adopt the style. The learning process can be greatly hastened if the practice sessions are structured around specific requirements.

ADDRESS BOOK ***Touch Typist*** **is available from Sector Software, 39 Wray Crescent, Ulnes Walton, Leyland, Lancashire, PR5 3NH. Tel: 0772 452414/454328.**

LOADSA LESSONS

The program comprises 402 lessons, which range from simple letter groups right up to shifted and abstract key combinations. The lessons are structured so that the user can begin learning at their own ability level rather than having to conform to a rigid plan.

Once a lesson is in progress, the keys light up to indicate that they've been pressed. If required, a finger positioning diagram can also be activated. This diagram shows two hands and, as you type, the correct finger to use is highlighted in advance.

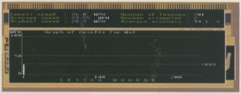
Each lesson presents a series of letters at the top of the screen. The user's objective is simple: duplicate the sequence, using the correct fingers, as quickly and accurately as possible WITHOUT looking at the keyboard.

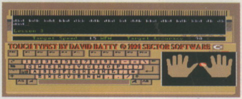
TESTING 1, 2, 3

When the sequence has been completed, an assessment is given by the computer. If the user's speed and accuracy complies with the targets, he'll be permitted to progress to the next lesson. This method of progression is useful because it throws down a sense of challenge. If a high enough standard is achieved, a personalised certificate may be printed out.

I expected this program to be awful, but I was pleasantly surprised. It's well-written, extremely user-friendly, nicely presented and stimulating to use. Unfortunately, it doesn't load from Workbench, and doesn't come with a hard drive installation routine; but it runs perfectly when auto-booted from the internal drive. Numerous little touches like the certificate only serve to enhance the utility.

Touch Typist conforms to the usual touch-typing conventions, so if you're learning at school or college you can use it to give you the edge over your class-mates. At only £14 it's great value-for-money, and compared to *Intellitype* or *Mavis Beacon*, (its closest rivals), it's a lot more straight-forward and rewarding to use.





BREAKING THE SPEED BARRIER

Touch typing is the ability to type fluently without constantly watching the keyboard to check that the right keys are being pressed. Once one has the ability to touch type, the physical process of actually pressing the keys becomes almost subconscious, whilst the mind is left free to concentrate fully on the subject of the typing.

VERDICT

● Cheap ● Very user-friendly ● Gives a sense of achievement ● Straight-forward lessons ● Flexible lesson plan ● Covers all levels of ability ● Doesn't load via Workbench ★★★★★

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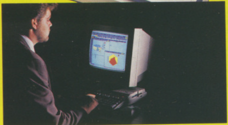

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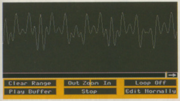
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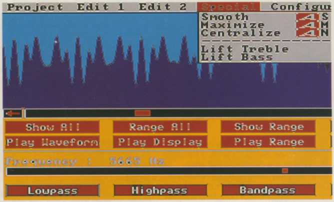
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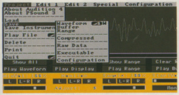
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it's house, from the rizing sun

The King is dead! Mat Broomfield listens to what the new contender to the sample throne, *Audition 4*, has to offer.

As sampler manufacturers offer increasingly better deals, sampling has become more popular. However, even the best sampler in the world is only as good as the software it's used with. And, although most are supplied with proprietary software, people in the know have always sung the praises of *Audiomaster III*.

SunRize Industries manufacture their own range of professional sampling hardware, and have decided to produce software which will do their equipment justice. *Audition 4* , their new product, can be used to sample with any unit which plugs into the parallel port (most do), or as editing software it can be used with all Amiga samples.

FRIENDLY FILING

When it comes to filing edited samples, there are more save formats than you know what to do with. Samples can be saved as one, three or five-octave instruments for use in Deluxe Music Construction Set, MED, or as raw data (ideal for in-program sound routines), compressed or even as executable samples. The latter means that a sample could be saved and would automatically play from disk without any further software. In fact, Audition 4 also includes the option to play samples directly from disk. Better still, it allows the user to sample straight to disk, so even when used on a 512k Amiga, 880k samples can be taken, or considerably more if sampling to a hard drive.

A particularly impressive feature is the Zoom mode. When magnifying an area, Audition displays the sample as it's modified.

What-you-see-is-what-you-get. You can smoothly zoom from normal view to 500% magnification, watching the sample changing every percent of the way.

WOLF IN SHEEP'S CLOTHING

The main screen contains most of its rivals' options, although the colour scheme at first seems quite alien. However, after mere moments with the package, I realised that there was far more to it than first met the eye.

VERY SPECIAL EFFECTS

The most noticeable enhancements are in the sample effects department. There are five options under the special menu, which can be used to enhance the tonal quality of a sample. **Smooth** is used to flatten a wave form by removing unwanted high frequencies whilst **Maximize** is used to boost volume without distorting the sample. **Centralize** corrects the DC offset so that, when samples are mixed together, they produce the cleanest result. The remaining options – **Lift Bass** and **Lift Treble** – directly increase either the bass or treble tone of a sample, which is great if you like rich-sounding samples with plenty of oomph.

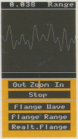
INTUITION

The **Edit** menu offers the most flexible and powerful sample editing features yet seen on the Amiga. **Flange**, **Fade** and **Echo** are all operated in the same way and use sliders to determine how much a sample is affected. There's also a try-out facility before you make a sample permanent. This is worth its weight in gold. All of the options are incredibly intuitive, and the excellent 96-page manual is likely to be used for reference purposes only.

I never thought I'd be comfortable with a package other than *Audiomaster III*. But after two minutes with *Audition 4*, I don't think I could go back to it.

ADDRESS BOOK

***Audition 4* costs £49.95 and is available from HB Marketing at Unit 3, Poyle 14, Newlands Drive, Colnbrook, Slough, SL3 0DX. Tel: 0753 686000.**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Range
Out Zoom In
Stop
Flange Wave
Flange Range
Realt.Flange

VERDICT

- **Jam-packed with useful features**
- **Works extremely quickly when adding effects**
- **Samples straight to disk**
- **Very intuitive to use**
- **Reasonably priced**
- **Lots of save modes**
- **The best.**

★★★★★

Sound Advice...

Does a decent sound package have to be expensive? Not necessarily, as Graham Cohen discovers...

How rare it is to review an Amiga add-on that costs a mere fraction of its actual worth. How often have we read those amazing reviews of 24-bit graphics cards, Speedy Gonzalez 'go-faster' accelerator boards, broadcast quality genlocks, and thought 'wow, I've got to have one of those?' However, unless you have written a winning pools predictor, or been lucky with one of those scratchcard lotteries, your hard-earned pocket money just won't stretch to such a purchase.

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Tel: 0925 763946

Of all the products available to enhance the Amiga, Omega Project's *Sound Enhancer* is both affordable and amazing. One of the major elements of the Amiga's success is its sound capabilities. Unlike a graphic equaliser or tone control circuit, though, the *Sound Enhancer* has been designed to complement the Amiga and help overcome the deficiencies in its frequency response. To explain: if a sample is recorded and reproduced on the Amiga using a low sample rate, a very gritty and slightly distorted sound is evident. In order to reduce this effect to a minium, a filter removes most of the high frequency sounds containing the distortion responsible for this. Ideally, the filter's cut-off frequency would change in relation to the sampling frequency, resulting in minimal loss of high frequency or 'top'. Unfortunately, use of such a filter system is reserved for costly professional hardware, leaving most Amiga owners with a fixed cut-off frequency.

Since the A1000 arrived, however, all Amigas have software-controlled circuitry to turn on and off the audio filter. This function reduces the steepness of the filter slope, but doesn't interfere with the point at which the filter starts to cut-off. This manifests a reduced clarity of high frequency sounds, such as computer music and high quality samples. Omega Projects have designed a precise equaliser circuit, with a response which is the inverse of the Amiga sound circuits, yielding a vastly improved performance, via the restoration of lost harmonics.

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The *Enhancer* is supplied with a basic four-page manual which explains how to get the most out of the device. The device itself is housed within a small, cream-coloured box. On the front of the unit is a button to either switch in or bypass the enhancer (excellent for testing the effect), a rotary knob for adjusting the sound enhancement, and an LED for confirmation of power to the unit. All connecting leads are at the back of the unit and comprise two audio leads to connect to the monitor's or Hi-Fi's Audio In. There are also two audio sockets for Audio In ports from the computer, and a power lead attached to a serial plug which is connected to the Amiga's serial socket. The plug is a true pass-through type, so you can still connect a printer or modem for 100% compatibility. The power needed for the device is a few milli-amps and won't overload even the measliest of Amiga power supplies.

In use, the *Enhancer* is well-behaved, with no undesirable overheating or distortion. Having had what I perceived to be a perfect set up with the Amiga linked to a quality Hi-Fi, my immediate reaction to the enhanced sound was one of delight and shock at the same time. I was left wondering how I had put up with such inferior capabilities, and the fact that I couldn't live without *Sound Enhancer* now is quite easily the best recommendation I can give.

PRAISE INDEED **Music packages, such as *Sonix*, the *MED* series, and sampling applications and demos all sounded excellent when used with the *Sound Enhancer*. In fact, it would be impossible to go back to living without the device. Basically, at long last, the user is able to hear instruments and sounds as they were originally intended to be heard. Not only is there a profoundly enhanced stereo image, but the bass sounds are both deep and clean and the 'top' is crystal clear.**

There is little I can say about the negative aspects of the *Sound Enhancer*, but, at the risk of sounding pedantic, I would have preferred slightly longer leads – especially the audio leads to the hi-fi, even though my set-up is reasonably compact. With no real competitors, the *Sound Enhancer* is impossible to compare in terms of specifications or results. But at less than £35, I can thoroughly recommend this product to anyone wishing to bring the quality of their Amiga's sound up to and beyond that of CD, DAT or FM stereo broadcasts.

VERDICT

- **Easily the best sound unit available**
- **Extremely cheap for what it offers**
- **Easy-to-use but compact**

★★★★★

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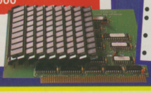

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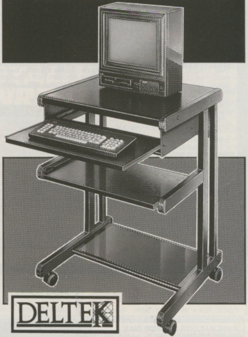

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DIVISION ONE 92

"(The Midnight Oil) treat soccer in the sophisticated way Americans treat their national games."

– The Guardian

THE GAME. Everyone has his own ideas on what makes a soccer team "tick". Here is the opportunity to put into practice your own ideas. Operating from the English 1st Division you must build a squad to challenge for the league title, the FA and League Cups and the 3 European trophies. And as players age, rebuild the team while holding off relegation.

SQUADS/TRANSFER MARKET. In a 3 squad system (1st team squad, reserve squad and youth squad), use the continuous intake of youth players and training program to create a squad whose skills reflect your ideas. Supplement these skills with carefully selected transfer market acquisitions. As they age, veterans fade and youngsters develop, keep a sharp eye on the changing skills of your team.

SKILLS. All players have a balance of 5 skills (no "skill levels") which you must discover by experimenting with your team. Even more important will be your judgement about the effect of the particular team balance or skill combination on the outcome of a match, and subsequently a season of football. Suitable trianing can develop/enhance skills or sustain the stamina of ageing/injured players.

MATCH/STATS. Your judgement will be put to the test in this unique 4 minute match/stats simulation against accurately simulated opposition. This is the measure of your team and your most reliable source of information. There are displays of: match flow, two teams, player-with-the-ball, injuries, discipline, substitutions, in-match tactics, goalscorers, possession breakdown and performance assessment.

WHAT IS DIFFERENT ABOUT THIS GAME?
Sophisticated "AI" techniques replace "skill levels". Judgement replaces mental arithmetic. Intelligence replaces luck. Division One 92 is a simulation of the world of the soccer manager. Its fascination comes from its closeness to the real thing, its addictive quality is that of soccer itself.

HEADCOACH V3

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(Pop Comp.)

THE GAME. HeadCoach is the complete American Football simulation. You take charge of the latest recruit to the NFL, and through skilful design of gameplans and the use of the college draft, build up a 45 man squad to keep your fans happy and win the Superbowl. Unlimited seasons and ageing players produce a realistic game of fluctuating fortunes.

THE MATCH. The match is a game in itself taking about 40 minutes to complete. With 26 offensive plays and 21 defensive plays, there is ample scope to match your game-plan to the skills of your squad, and exploit the weaknesses of the opposition. It's here where the strengths and weaknesses of your players are highlighted.

TRAINING CAMP. An opportunity to assess your players before they take the field. The appropriate coach will give you his view of the current form of any of the players and how they are performing in training. A 40 yard timed run will reveal their sharpness. Wide receivers, running backs, linebackers, cornerbacks and safeties need to shine here.

COLLEGE DRAFT. During the 16 match season, plus whatever playoff matches you achieve, you will find yourself praying for a second classy running back or wide receiver, or need to beef up your offensive line (too many sacks). The college draft should be used to find those stars of the future and make sure they're playing for you.

STATISTICS. The statistics centre will encapsulate your team's and your players' season. Total yards, rushing yards, passing yards, kick-off returns, punt returns (and averages for all these), interceptions, sacks... all these are kept for each match, the whole season, for the team and for each player. American Football is a game of stats and we retain that.

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A CLIP OFF THE OLD BLOCK

If you've got the artistic talent of a newt but would still like to produce delectable documents and scrummy screens, clip-art could be the answer. Mat Broomfield explains why.

DESKTOP DIY

With the release of programs like *Kind Words*, *Wordsworth* and *Pen Pal*, desktop publishing has become cheap enough for most people to have a go at producing their own illustrated documents. The trouble is, where do you get the illustrations? It's fine if you can draw better than Da Vinci and faster than Rolf Harris but, for the rest of us, clip-art is the answer.

There are absolutely dozens of clip-art disks available, most of which are public domain. These range from full-colour images of things such as cars, animals, etc, to monochrome (black and white) pictures of cartoon characters and other humourous items.

The potential uses for clip-art are endless, but with the introduction of several sets of thematic work, their educational value is quite obvious. For example, Think Limited produce a two-disk set called Human Biology which contain detailed colour diagrams easily as good as those found in text books. By using these images in their work, not only do students create neater, more professional looking essays and reports, they have more fun doing it too!

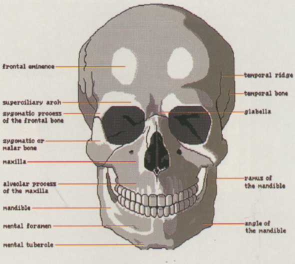
Mind you, the artistic value of clip-art mustn't be overlooked either. Collections such as RGB Studios' Real Things, and Artworks' Thematic clip-art are things of beauty to be enjoyed in their own right. They're ideal for importing into your own pictures, and will save you hours of work.

Of course, the traditional use for clip art is as ready-made illustration within a desk-top publishing environment. Seventeen Bit's collection of disks is ideal for use with fantasy topics, whereas Softwood's Classic Clip-art is better suited to more traditional subject matters such as finance and sports.

Provided you have the imagination and a printer, you can use clip art to transform otherwise lifeless documents into visually exciting statements.

CLASSIFIED CLIPS

There are two basic kinds of clip-art; bitmapped and structured. Within these two categories there are three further sub-divisions: full-colour, grey scale and monochrome (black and white).


frontal eminence
superciliary arch
zygomatic process of the frontal bone
zygomatic or malar bone
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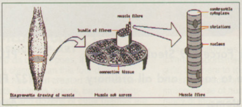
muscle fibre
bundle of fibres
connective tissue
contractile cytoplasm
striations
nucleus
Diagramatic drawing of muscle
Muscle cut across
Muscle fibre

Clip art comes in all shapes and sizes and can greatly enhance the printed page. It's not quite that simple, though, as an eye for good design is also essential to obtain the best results.

Full colour clip-art is ideal for importing into computer screens which are not going to be printed. As most people don't own a colour printer, colour art has to be very carefully coloured if it's going to be printed on a monochrome printer.

Grey scale clip-art is usually created using eight or sixteen shades of grey. When printed on nine pin printers it tends to look rather distorted and blurred, but on a 24 pin, bubble jet or laser printer grey scale can add a lot of depth and texture to images.

Monochrome clips will usually print well on any printer. Often pixel dithering is used to simulate areas of light and dark, although line art is the most ideally suited for use in monochrome because it doesn't require any shading in the first place.

NOT THAT BITMAP

Bitmapped clip-art is basically standard ILBM (IFF) pixel images saved in a brush format. Most art packages are capable of storing images in this way. Bitmapped clip-art is the most readily available, and has the advantage that it's easy to produce if you have either a

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A CLIP *OFF THE* OLD BLOCK

little artistic talent, or access to a scanner or digitiser.

When bitmapped clip-art is sent to a printer, it prints each individual pixel, and images can therefore appear to be quite granular and blocky looking, especially if the image has been enlarged. If the image is to be enlarged when printed, distortion can often occur because the pixels can only be precisely magnified by whole values – times two, or times six for instance. An enlargement factor of 2.4 or 7.63 can't be accurately created using bitmaps.

STRUCTURE THIS

Structured (or scaleable) clip-art is formed in a totally different way to bitmaps. Rather than representing a shape as a series of pixels, a mathematical definition of the shape is used. An ellipse, for instance, would be defined as a centre point, a radius, a degree of curve and an angle of tilt.

For very tiny objects, structured definitions are more costly in terms of memory. When they're printed, the computer translates the shape definition in memory into the highest resolution printer image possible.

The greatest advantage of structured clip-art is the fact that it can be enlarged or reduced by any factor within the size limits of the destination printer with no decrease in quality whatsoever.

CLIP ART ROUND UP

17 BIT CLIP-ART – DISKS 954-959

A selection of grey-scale bitmapped clip-art that includes many of the classic Apple Macintosh images, and a number of Dungeons and Dragons images ranging from mouldering mummies to fire breathing dragons. There are also numerous images under the heading 'Whimsy'. As the name suggests, these are cutesy kiddie's story book images: fluffy rabbits, teddy bears etc. There are also some very decorative alphabets. Only useful for higher resolution printers or on-screen art. ★★★

PUBLIC DOMINATOR – CLIP-IT 1.1-4.4

A sixteen disk collection absolutely brimming with sharp line and silhouette art. Each image is crisp and visually pleasing. Covering a complete spectrum of topics ranging from people and animals, through to festivities, fruit and transport. Most of these bitmapped images are ideal candidates for conversion to the structured format, and can be quickly transferred using Pro-Draw's Trace utility. ★★★★

PUBLIC DOMAIN ANDY HUGHES CLIP-ART 1-7

Created by a dedicated clip-art fanatic, this collection of bitmapped images includes both classic and contemporary images, many of which are unique to the collection. Representing a variety of styles ranging from line art to scanned photographs, most of the images are in monochrome although there are a few colour clips as well. ★★★

STRICTLY PD VIZ CLIP-ART

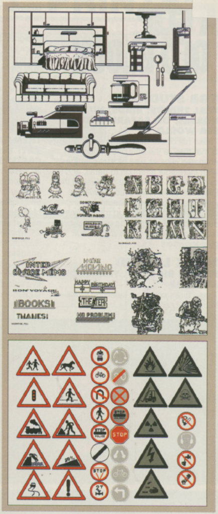
Lovingly created, hundreds of bitmapped monochrome clips illustrating Viz characters from the present day right back to the comic's genesis. For the Viz connoisseur this collection will doubtless provide hours of nostalgic pleasure, but the sharply drawn characters are also useful for any situation where comic art is required. With only minimal effort, they can be coloured in and incorporated into your own screens. So, if you fancy plastering Billy the Fish all over your stationary or want to print your own Fat Slags posters, now's your chance. ★★★

SOFTWOOD – SOFTCLIPS VOLUME 1: CLASSIC CLIP-ART

As far as clip-art goes, it doesn't come more classic than this four disk set which has been created by professional artists. Animals, sports, borders, occupations and dozens of other themes are immaculately realised both in line art form and as images which are so good that they appear photographic. They're far from cheap, but bitmapped clip-art really doesn't come any better than this. ★★★★★

SOFTWOOD SOFTCLIPS VOLUME 2: PEOPLE CLIP ART

The second four disk set of bitmapped clip-art from Softwood focuses entirely on people in their numerous guises. The characters are drawn in a combination of cartoon, line art and photo styles.



This collection has everything: from lovers to sportsmen, babies to geisha girls, teachers to tourists. Created with the same precision as volume one, a strong sense of humour is evident in many of the cartoon characters included. Unfortunately, this set doesn't seem to justify its price tag. ★★★★

GOLD DISK – E-CLIPS

This is one of the few collections of structured clip-art available. It contains an extremely diverse range not only of images, but also of image quality.

Although everything is very well drawn, some of the images are over-simplistic for my tastes. Much as I like this collection, it contains more useless images than any other set, and is also very pricey. ★★

A CLIP *OFF THE* OLD BLOCK

RGB STUDIOS

REAL THINGS: BIRDS, HUMANS, HORSES, ON SAFARI, UNDER-SEA WORLD

These full colour collections are unique in that they're the only ones to contain animated clips as well as static images. With incredible attention to detail, and a strong desire to recreate the 'feel' of the subject matter, RGB Studios' wild-life artists have created a beautiful set which whilst of little use in monochrome desk-top publishing, is an essential purchase for aspiring artists and colour printer owners. ★★★★★

THINK LIMITED

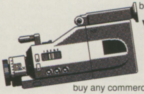
HUMAN BIOLOGY, TRANSPORT, AT HOME

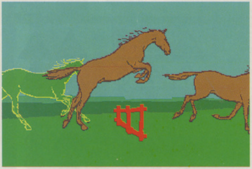
These disks contain a selection of full colour bitmapped clips which are accurate enough to use in professional, medical or scientific texts. Carefully designed so that they print out well on a black and white printer, they represent the first of an exciting new trend towards truly professional thematic clip art. The inclusion of a manual with handy hints on using the art is an additional bonus which will be appreciated by beginners and experts alike. ★★★★★

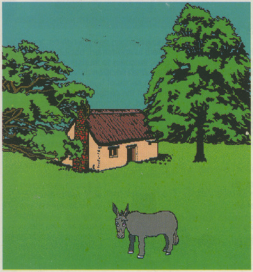
ARTWORKS

THEMATIC CLIP-ART: TREES, PETS, CASTLES COTTAGES & CHURCHES

Created entirely by husband and wife team Dace and Philip Burman, each of these three thematic clip-art disks contain between 120 and 240 monochrome bitmapped images illustrating a single theme. Each of the images is so perfectly drawn that it's hard to pick a favourite, although the Trees disk contains an especially attractive selection. This series represents superb value for money. ★★★★★







PUBLIC DOMAIN

CLIP-ART PORTFOLIO

To acquire this final public domain selection, you'd have to fork out for a massive seventeen disks! Designed as THE clip-art collection, Geoff Hughes has scoured PD clip-art collections nationwide to compile this mammoth set and has selected the best designs available. He's also designed a new set of titling conventions to enable the user to quickly identify all potentially suitable images for any given criteria. For example, an exclamation mark after a clip's file name means the image is humourous. All types of bitmapped clip-art are represented making this the ideal way to quickly acquire a worth-while library of art. The quality here should satisfy both the amateur and the professional. ★★★★★

CONCLUSION

For sheer quality of the printed image, the structured format of E-clips gets my vote of approval, but as far as value for money, diversity of subject matter and attractiveness goes, Public Dominator's Clip-It series is definitely tops. For use when creating computer art, the Real Things series and the Thematic clip-art are very inspirational and only a fool could fail to come up with something beautiful using them.

WHY PAY?

With so much superb public domain clip-art available you might be wondering why you should bother to buy any commercial stuff, especially when some of it costs £50 a set or more.

In the case of structured clip-art, the answer's easy, there isn't actually any in the public domain.

With bitmapped clip-art it's perhaps not so easy to justify the expense. True, much of the commercial stuff is created by professional artists and is perhaps a touch more stylish than the PD equivilents, but the most important reason for buying, in my opinion, is the fact that you get a manual with the commercial stuff! These manuals usually show you every single image in the set, and often contain advice on how best to use the art. A manual might not sound very special, but it certainly saves a lot of time when you're trying to find particular types of image.

ADDRESS BOOK

Gold Disk & Softwood – HB Marketing Limited, Unit 3, Poyle 14, Newlands Drive, Colnbrook, Slough, SL3 0DX. Tel: 0753 686000.

Seventeen Bit Software, PO Box 97, Wakefield, West Yorks, WF1 1XX. Tel: 0924 366982.

Think Limited, Prudential Buildings, 46C High Street, Erdington, Birmingham, West Midlands, B23 6RH. Tel: 021 384 4168.

Artworks, 1 Pond View, Wootton, Ulceby, South Humberside, DN39 6SF. Tel:04698 8138. RGB Studios, Buxted, East Sussex, TN22 4PP.

Strictly PD, 11 York Place, Brandon Hill, Hotwells, Bristol, BS1 5UT.

Public Dominator, PO Box 801, Bishop's Stortford, Herts, England, CM23 3TZ. Tel: 0279 757 692.

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Each print example was produced by the printer it is shown with. Printer speeds are quoted as follows: SD = Superdraft 15cpi, D = Draft 12cpi, NLQ = Near Letter Quality 12cpi, LQ = Letter Quality 12cpi.

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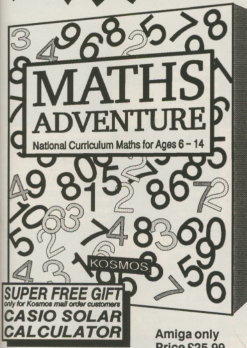
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Q+A

Don't let your computer have a micro-migrane. Our technical editor is always ready to give help before you relegate your hard or software to silicon heaven.

HELPLINE

Is a pixel punk preventing you from finishing your favourite game. Readers queries and readers answers for all those life saving cheats and pokes can be found in the Adventure and Games Helpline pages.

BACKCHAT

Need to rant and rave, but auntie Gladys won't listen? Don't worry we'll talk to anyone. So if you wondering where that ace looking game you read about 10 months ago has got to or you just want to moan about the price of software, this is the place to do it.

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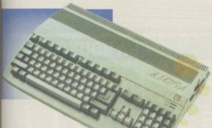

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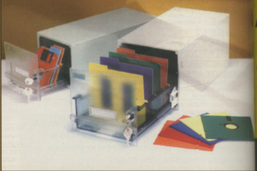

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- **P41 – Nemesis Prologue** – From Hanibal
- **P47 – Joe Slideshow** – Exceptional artwork
- **P48 – Psygnosis Slideshow** – Rather brilliant
- **P54 – Sunconnection** – More from this group
- **P62/3 Channel 42 & Silents** – Very good
- **P65 – Agatron 12** – Fantastic quality
- **P66 – Fraxion Future Visions** – Very good
- **P67 – Agatron 11** – Incredible standards
- **P76/7 – Nemesis Chapt. 1** – The next chapter
- **P78/8 – Laurel & Hardy** – Brilliant for fans
- **P83 – Invisible World** – Bugs n things
- **P85 – Robocop** – By Hanibal, *Unbelievable!!*
- **P89 – Art for Arts Sake** – By Hanibal, Brill
- **P91 – Pixelium** – Absolutely superb
- **P93/4 – Star Trek Megademo** – 1 Meg min
- **P95 – Rick Parks Art** – Quite incredible

ANIMATIONS (most 1mb)

- **A06 – More Aerotoons** – By Eric Schwartz
- **A10 – Batman** – This is brilliant (by ES)
- **A11 – Puggs in Space** – Brilliant
- **A12 – Probe** – The most famous of all anims
- **A17 – Stealthy II** – Excellent little animation
- **A19 – Star Trek Fleet Manoeuvres** – Good
- **A20 – Agatron 26** – Dry dock
- **A13 – Agatron 2** – Includes F15 fighter
- **A48 – Busy Bee & Tree Frog** – Very good
- **A49 – Fractal Flight** – Small screen anim.
- **A58 – Walk** – Brilliant chrome legs walking
- **A61 – Agatron 15** –Billiards & Lotus + F15
- **A62 – Stamp Collector** – Brilliant sequence
- **A63 – Juggler II** – Very, very funny. See it!
- **A67/8/9 – Station at Kerne** – 2 Meg
- **A70/1/2 – Lost In Space 2 Meg**
- **A76 – Agatron 30** – Millenium Falcon
- **A77 – Agatron 17** – Twok and Mensch
- **A78 – Agatron 24** – Kuh and ping pong
- **A79 – Agatron 33** – Probe & bird of prey
- **A81/2 – Walker & A1000** – 1 Meg
- **A83 – Discovery Shuttle** – Very good
- **A84 – Agatron 36** – Bird flight
- **A87 – Car** – Lotus & Unicycle, brilliant
- **A88 – Bunsen Burner** – Brilliant 3D flight
- **A89 – Agatron 22** – Includes aproach + more
- **A90 – Agatron 20** – Belle Huey Helicopter
- **A91 – Franklin the Fly** – Needs 2 drives
- **A94/5 – X-Wing** – Rather brilliant sequence
- **A96/7 – Light Cycle** – From Tron and Brill!
- **A98/9 – Anti-Lemmings** – 2 Meg
- **A100/1/2/3/4/5 – The Wall** – Exceptional
- **A107/8/9/10** – The Landing – 4 Meg
- **A111 – Mars** – Absolutely incredible, get it!
- **A112 – Juggette II** – Another hilarious anim
- **A115 – Agatron 27** – Book and others
- **A116 – Agatron 28** – Disconnect, Beautiful
- **A117 – Agatron 29** – Millenium Falcon
- **A124 – Shuttlecock** – By Eric Schwartz
- **A126 – Real 3D Anim** – "Real Pinball"
- **A127 – Real 3D Anim2** – T-Pot and balls (?)

MUSIC

- **M01 – Sound Samples** – Includes perfect sound
- **M04 – Vangelis** – Brilliant music & graphics
- **M10 – Jean Michel Jarre** – With good pics
- **M14 – Brunos Music Box 2** – Very good
- **M15 –Sound of Silents** – 7 tracks, V-good
- **M18 – Amigadeus** – By Rod Baxter, Brill
- **M19 – Classix 1** – Mr Baxter strikes again!
- **M20 – Classix 2** – More of his formidable work
- **M34 – APDC 11** – Sound utilities
- **M35 – APDL 28** – *MIDI UTILITIES*
- **M42/3 – Soundtracker** *V4* –Excellent
- **M52/3/4/5 – Modules** – Need I say more?
- **M58/9/60 – Metal Modules** – Good
- **M61/2/3 – Sound samples for S/Tracker**
- **M87 – Games Music Creator** – Difficult
- **M88 – Pendle Europa 6** – Excellent disk
- **M105 – Burning Independence II** – Brill
- **M115 – Scoopex Music Utils** – By the score
- **M121 – Sunconnection** – Nicely done
- **M131 – Deluxe Music Data** – Needs DM
- **M134 – Kefrens Jukebox** – Good
- **M145 – Midi Programmes**
- **M152 – Midi Programmes** – More
- **M165 – MED** *V3.11* – Fantastic music editor
- **M169 – Chip Music** – 43 tracks to hear
- **M172 – Audiomagic** *V1.1* – Brilliant utilities
- **M175 – Startracker** – 8 track tracker (?)
- **M182 – Future Composer** – Pretty good
- **M186/7/8 – Do The Bartman**
- **M192 – Do The Bartman Re-Mix!!**
- **M196 – Powerlords Sound Utilities**
- **M198/9 – Vivaldi** – By Rob Baxter
- **M201/2/3 – House Samples**
- **M208/9 – RSI Modules Disks**
- **M216 – Drums & Pipes** – Brilliant
- **M223 – RSI Modules Disk 3**
- **M225 – Audiomagic** *V2* – More utilities
- **M227 – Psygnosis Samples** – Sound samples
- **M223 – Jean Michel Jarre Live** – *Brilliant*
- **M234 – Delta Music Editor** – Very good

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- **LPD2 – Arc Angel Maths** – Educational games add, subtract etc, etc 51
- **LPD3 – Galeons** – Very effective follow up to th Dogfight game, Excellent 1 m
- **LPD5 – Jungle Bungle** – Superb adventure gam for kids, Icon driven 1 m
- **LPD8 – Work & Play** – 3 educational games fo young kids. Recommended 1 m
- **LPD14 – Play It Safe** – Aimed at educating the young kids about safety 1 m
- **LPD20 – Wordy** – A very nice, simple to opera wordprocessor, V.good 1 m
- **LPD22 – LC10/200 Fonts** – This enables you to install more fonts in your printer 51
- **LPD24 – The Shining Way of Kung Fu** – This **TWO DISK** set is very nicely put together but costs a little more £5.50 1 m
- **LPD25 – The Mission** – Brilliant text adventure written in Hi Soft 1 m
- **LPD27 – Flower Power** – Educationally orientat for the very young 1 m
- **LPD28 – BudBase1** – Beautifully easy to use an extremely user-friendly, try it 51
- **LPD29 – Big Top Fun** – Yet another brilliant educational game from Len Tucker 1 m
- **LPD30 – Shymer** – Wonderful adventure game fo kids, beautiful graphics 1 m
- **LPD32 – Hard Drive Menu System** – Superb ha drive utility, used by us!
- **LPD33 – Amos Adventure Kit** – This needs **AMOS** to enable you to create your own adventu games, excellent
- **LPD34 – Invoice Printer** – For use by the Small Business firms, just print out your invoices on yo **OWN** headed paper to save cost and time. Very nicely done 1 me
- **LPD35 – T-TecDraw** – Full technical drawing program. Fantastic results. 1 me
- **LPD38 – Amos Art** – Full of goodies for inclusio in your own **AMOS** creations
- **LPD40 – SpriteBank Editor** – Bloody Superb, Need I say more? Needs AMOS
- **LPD41 – Rescue** – Created using incentives 3D con kit and is nicely done! 1 me
- **LPD45 – MUSIC BOX** – The ultimate in music education for kids, this is quite simply the best I have ever seen 1 me
- **LPD46 – Magpies Clipart** – Crystal clear images of clipart, categorised 512k
- **LPD47 – Dirty Cash** – Beautifully done fruit machine simulator, excellent 1 meg
- **LPD48 – SPARX'S STOCKING FILLER** – A wonderful Christmas gift for any child with the emphasis on fun more than education, quite brilliant! 1 meg
- **LPD49 – Marvin the Martian** – A traditional maze game, for children 1 meg
- **LPD50 – Magpies Clipart 2** – More quality clipar images from the magpie 512k
- **LPD51 – Magical Young Artist** – A colouring in type program for kids 512k
- **LPD52 – LC24/200 Fonts** – Same as **LPD22** but also thought to be compatible with most printers! 512k
- **LPD53 – Magpies Clipart 3** 512k
- **LPD54 – Magpies Clipart 4** 512k
- **LPD55 – SpriteX V1.32** – An update to the earlier version and enhanced **AMOS**
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- PLOT IT V1.5
- PLUTOS
- POCKET ROCKETS
- POPULOUS
- POPULOUS B2.7
- PORTAL
- PORTS OF CALL

WHAT WORKS WITH WORKBENCH 2.0?

- POWERMONGER
- POWERWINDOWS 2.5
- POWERWINDOWS 2.5B
- POWERWINDOWS V2.0
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- PROVECTOR
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- PROWRITE 3.1.1
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- QUARTERBACK 4.0A
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- RED STORM RISING
- RENEGADE
- RESOURCE
- RETAIL MANAGEMENT SYSTEM V3.10
- RETURN TO ATLANTIS
- REVENGE OF DEFENDER
- RICK D
- RISK
- RLOI-1
- ROADWAR 2000
- ROADWAR 2000 V1.0
- ROADWAR EUROPA V1.2

The actual design of the A500 Plus is virtually indistinguishable from the original A500. Apart from the obvious sticker, the only real addition to the machine is a smaller Return key with a strange blank key next to it. However, on opening up the machine, Commodore's all-important new chips are immediately visible, including the new Fat Agnus.

A tools option can be found on the right-hand side of the Workbench screen, and contains dozens of useful WB utilities. Once opened, they appear in menu form, and can be selected quickly and easily.

- ROBIN HOOD
- ROBOCITY
- ROGER RABBIT
- ROMANTIC ENCOUNTERS AT THE DOME
- RORGEN: THE GENOLOGY DATABASE
- R-TYPE

- S.D.I
- SAS/C 5.10A
- SAVAGE
- SAXON PUBLISHER V1.0
- SCALA
- SCENE GENERATOR
- SECOND FRONT
- SEUCK
- SCANLAB 100
- SCENE GENERATOR V2.11
- SCRABBLE
- SCRABBLE (1988 EDITION)
- SCANNERY, THE
- SCULPT 3D 1.102
- SCULPT 3DXL
- SCULPT-ANIMATE 4D 2.09 (68000 VERSION)
- SCULPT-ANIMATE 4D 2.09 (68020 VERSION)
- SERVICE INDUSTRY ACCOUNTING
- SECRATARY
- SESAME STREET – LETTERS FOR YOU
- SHADOW OF THE BEAST
- SHADOW OF THE BEAST II
- SHANGHAI
- SHARKEY'S MOLL
- SHERLOCK
- SHOGUN
- SHOWANIM 5.30
- SHOWMAKER
- SHUFFLEPUCK CAFE V1.0
- SIDEWINDER
- SILENT SERVICE
- SILENT SERVICE V825.01
- SILICON DREAMS
- SIMCITY
- SIMCITY 1.1
- SIMPSONS, THE
- SKY CHASE
- SLIPSTREAM
- SMOOTH TALKER
- SOFTPLANE LED DISPLAY
- SOFTWOOD ELECTRIC THEASAURUS 2.03
- SOFTWOOD FILE EXCHANGE IISG V1.07
- SOFTWOOD WRITE AND FILE V1.02
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- SONIX
- SORCEROR LORD
- SOUND
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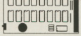

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D007	Safe Sex
D008	Iron Maiden
D009	Lotus Car Chase
D010	Robocop 2 Slideshow
D011	Naughty Cartoons
D012	Robocop 15 seconds
D013	Total Recall
D014	Evil Dead
D015	Alternative Neighbours (X)

GAMES

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M008	Betty Boo d2
M009	Madonna - Vogue
M010	Batdance Megamix
M011	Madonna - Like A Virgin
M012	Eve Of The World
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M014	Queen - Flash d1
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U012	Game Music Creator
U013	Sun Dragon Utils
U014	D Copy
U015	Zodiac Compactors
U016	Digi Tech Utils
U017	Wiz Base
U018	C - Light
U019	Jazz Bench
U020	Noise Tracker
U021	Blorhythms
U022	North Sea 1.3
U023	M - Cad

SOUNDSCAPE 1.4
SPACE BATTLE
SPACE CONQUEST
SPACE HARRIER
SPACE ROGUE
SPIDERTRONIC
SPRITZ
STAR COMMAND
STAR CONTROL
STAR RAY
STAR WARS
STARFLIGHT
STARGLIDER II
STATION MANAGER – ACCU, WEATHER, WEATHER-LINK
STATIONFALL
STELLAR CONFLICT
STELLAR CRUSADE
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STRYX
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STU, THE AMIGA DIAGNOSTIC
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SUPER GAMES PACK
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SUPER OFF-ROAD RACER

On the game front, it seems that a lot of people have found that some games they own will work without any hassles, whereas the same game on another compilation won't. The reason for this is that when games are farmed out for compiling, new, more advanced protection is added, and this is where the problems start.

SUPERBACK RELEASE 1
SUPERBACK RELEASE 2
SUPERCARD-ANI II 1.0
SUPERBASE PERSONAL
SURGEON 1.2
SWORD OF ARAGON
SWORD OF SODAN DEMO
SYNTHIA II 2.40
SYNTHIA PRO 2.40

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TV*TEXT
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TALKING STORYBOOK
TANGLEWOOD
TANK PLATOON
TAX BREAK
TEENAGE MUTANT HERO TURTLES
TURTLES WORLD TOUR
TEMPLE OF ASPHAI TRILOGY
TERRORPODS
TETRA QUEST II
TETRIS

WHAT WORKS WITH WORKBENCH 2.0?

Users of Datel's Action Replay cartridge will have to stick with their present machine, rather than upgrading to a Plus. The new machine doesn't accept the cartridge and steadfastly refuses to load anything while it is plugged in. Rumours reach us that Datel are working around this, though.

THE ACCOUNTANT 2.01
THE ADVENTURES OF SINBAD
THE BUTCHER
THE CELEBRITY COOKBOOK
THE GRAPHICS STUDIO
THE HALLEY PROJECT
THE PAWN
THE PLAGUE
THE TALKING ANIMATOR
THE TALKING COLOURING BOOK
THEIR FINEST HOUR
THREE STOOGES
THUNDERBIRDS
THUNDERCATS
TIGER CUB
TIME BANDIT
TRANSWRITE 2.0
TRANSCRIPT V1.0
TRAX
TRIP
TRUE BASIC V1.0
TRUMPCARD
TRUMPCARD PROFESSIONAL
TSSNET
TUNNELS OF ARMAGEDDON
TURBO
TURBOSILVER 3.0A
TURBOBACKUP V1.00
TURBOTALK
TURBOTEXT 1.0
TURRICAN
TURRICAN DEMOS
TV GRAPHICS
TYPHOON THOMPSON V1.0

ULTRACARD 1.4
ULTRADESIGN V1.0
UNINVITED

Just a few of the titles we've found won't work...

Knights Of The Sky, Shadow Sorceror, Moonshine Racers, Lotus II, Battle Chess II, The Capcom Compilation, Airborne Ranger,* and *Cybercon III.

VLT/LT V4.846 AND LATER VERSIONS
VEGAS GAMBLER
VIDEO BLENDER
VIDEO MASTER 32
VIDEO VEGAS V1.2
VIDEOSCAPE 3D
VIDEO TITLER
VIPER
VIRTUAL REALITY II
VIRTUAL WORLDS
VISTA
VISTA PRO
VIZAWRITE 1.02
VORTEX

WANDERER
WARLORDS
WATERLOO
WAYNE GRETSKY HOCKEY
WEIRD DREAMS
WELLTRIS
WESTERN EUROPEAN TOUR SCENERY DISK
WHERE IN EUROPE IS CARMEN SANDIEGO? 1.0
WHERE IN EUROPE IS CARMEN SANDIEGO? 1.1
WHERE IN THE USA IS CARMEN SANDIEGO? 1.0
WHERE IN THE USA IS CARMEN SANDIEGO? 1.1
WHERE IN THE TIME IS CARMEN SANDIEGO?
WHERE IN THE TIME IS CARMEN SANDIEGO? 1.0
WHERE IN THE WORLD IS CARMEN SANDIEGO? 1.0
WHERE IN THE WORLD IS CARMEN SANDIEGO? 1.1
WHO, WHAT, WHERE, WHEN? 1.3
WINGS
WINGS OF FURY
WINTER GAMES
WOLFPACK
WORD MASTER
WORD PERFECT 4.1.11
WORD PERFECT 4.1.12
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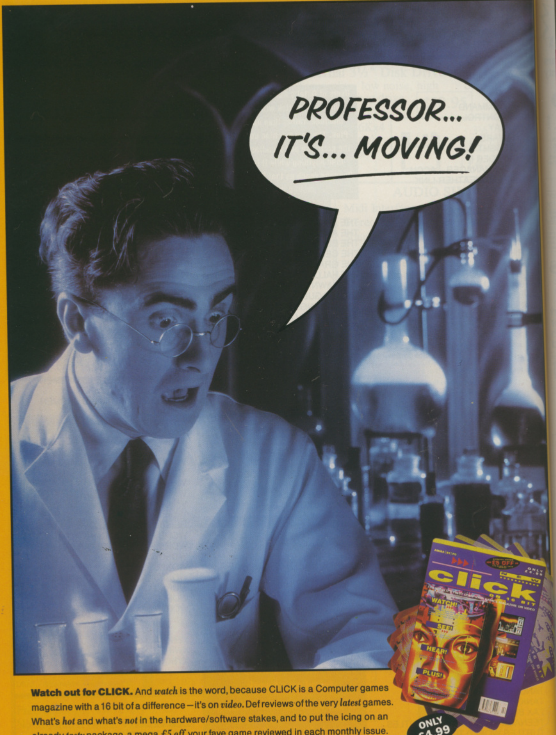
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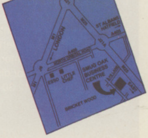

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CU Amiga operate a number of services especially for our readers. So, don't hesitate if you want to drop us a line to air an opinion, or to make a specific enquiry to one of our panel of experts. All are only a post box away.

Q+A

Don't let your computer have a micro-migrane. Our technical editor is always ready to give help before you relegate your hard or software to silicon heaven.

HELPLINE

Is a pixel punk preventing you from finishing your favourite game. Readers queries and readers answers for all those life saving cheats and pokes can be found in the Adventure and Games Helpline pages.

BACKCHAT

LETTER of the MONTH

Need to rant and rave, but auntie Gladys won't listen? Don't worry we'll talk to anyone. So if you wondering where that ace looking game you read about 10 months ago has got to or you just want to moan about the price of software, this is the place to do it.

You can access all these sections by writing to us, using the relevant heading, at our address: CU AMIGA, Priory Court, 30-32 Farringdon Rd, London, EC1R 3AU.

DISKS

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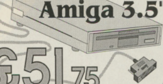

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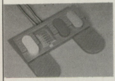

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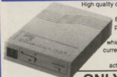

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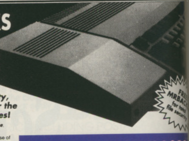

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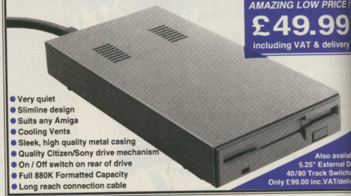

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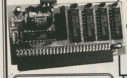

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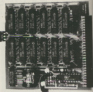

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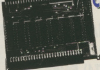

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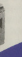

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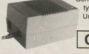

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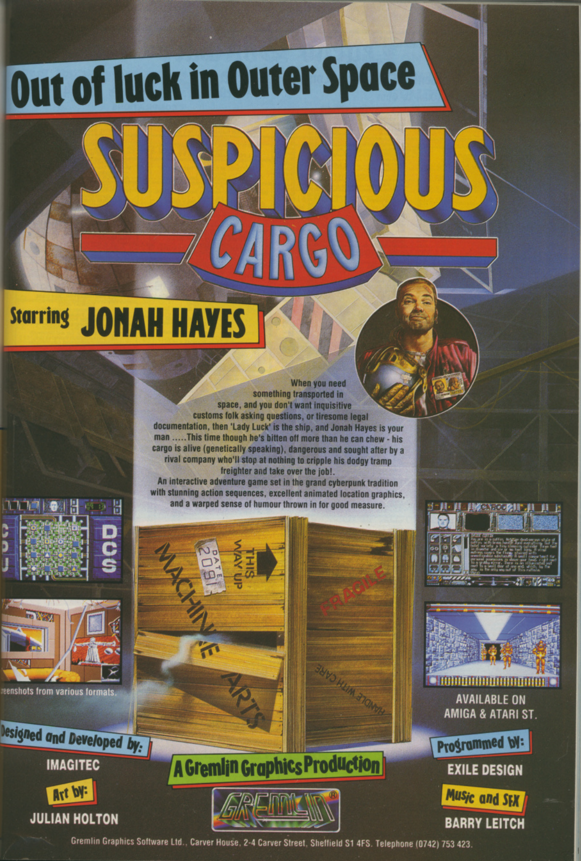

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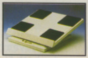

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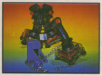

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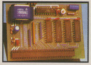

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D067	Fraxion Horror	Chainsaw macabre cartoon .V popular
D069	Franklyn the Fly (1MB)	Long cartoon on cute little Franklyn
D075	Girls of Sport	Pretty shots of talented girls
D078	Gold Fire ultimate Fx	Excellently produced. Watch those bob!
D222	Greenpeace	Demo of Green group. Interesting
D082	Holsten Pils	Demo reproduction of ad
D083	Home & Away	Down-under disk
D092	Iraq Demo (1 MB)	Topical cartoon.Bush meets Saddam! Bang!
D099	Jesus loves Acid	Mindblowing music and graphics
D210	Kick Off 3	Good Music
D103	Legend of Billy the Kid (1 MB)	Long running anim. Good
D106	Madonna Cartoon anim	One for the fans
D114	Mike Tyson anim	Well compiled
D117	Magician V2.0	Recently appraised anim. Recommended
D218	Mr Potato Head	incapable dancer demo
D231	Mr Potato Head 2	Humorous sequal
D126	Neighbours	Slideshow from Ramsey Street
D128	Punk croc crew megademo	Now see Jason get shot.Ha!
D129	Puggs in Space	.Brill cartoon.Puggs finds it's self a different world!
D131	Pussy: Innership	Demo, music, game. Recommended
D132	Phenomena demo	Top quality demo
D143	Ray-Traced pics	Some lovely pictures. Loads of W/B
D148	Red Sector megademo (2 disks)	RSI's classic
D225	Reincarnation of Sgt. Pepper (2 disks)	Beatles classic
D148	The Run (1 MB)	T. Richter's car-chase anim. Good
D205	SAE 53	10 quality demos
D154	Subway Clapping World	Music & Graphics. Oldie favourite
D162	Stealty Manouvers (1 MB)	Excellent demo
D166	Star Trek Animation	Anims of USS Enterprise
D234	Taxi driver (1 MB)	Digitised animation
D235	Invisable World	Digitised pics of insects!
D177	Star Trek Animations	Excellent
D230	Star Trek Slides (2 disks)	From TV Series
D189	Viz Slideshow	Fat Slags & others in this slideshow
D200	Silents Bluehouse (2 disks)	Game, demo & great music Excellent
D201	Sickness simulator	Amusing sounds such as farts,belches etc
D226	Virtual World	Good

MUSIC

M001	808 State remixes	Four good tracks
M006	Batdance remix	Really good disk. Catchy stuff
M010	Bachbusters	An alternative sound to composer's version!
M013	Crusader's Bacteria	Excellent production from the music maestros
M016	Depeche Mode	8 tracks of reasonable quality
M023	Digital Concert 2	Flash prod'ns. First of five compostions
M028	DJ Disco Leif's Hits	Really good presentation & beat
M032	Godbrain loves the world	Great acid-house musak
M066	Great Balls of Fire	Goodness gracious
M038	Hugo's Excentria	.This has to be one of the best house disks
M039	I Love Technology	Recent production from Beatmaster. Good
M085	James Bond Remix	Catchy stuff
M081	Miami Vice	Theme remix
M052	Original Rips 3	Compilation of the best PD music
M053	Pendle Europa Xmas song	Misthletoe music again
M080	Pet Shop Boys	The Manic Mix
M057	Powerpack 3 (1 MB)	Includes Vanilla Ice track
M059	Powerpack 5 (1 MB)	4 Classy house tra
M062	Random Access	Art of Noise and more. Startling acid tra
M066	Sydney Youngblood	Sample of clarity Worth a lis
M068	Sound of Silents	7 songs from Sile
M078	Zee's Hip Hop disk	Slightly aged now, but good mus

GAMES

G001	Autobahn 3000	Control ball through tunnel. Har
G004	Airwar	Fighter sim. Good Shareware gam
G005	All New Star Trek (2 disks)	.USS Enterprise classic. Best on
G008	Ballonacy	Destroy city from balloo
G010	Breakout	Classic bat & ball gam
G011	Blizzard	Horizontal shoot'em up. High qual
G013	Bullrun	War-game, based on US civil war. Control Arm
G014	Adventure Solutions (2 disks)	Loads of hints of commercial games. Go
G114	Buck Rogers	Shoot 'em u
G099	Cabaret Asteroids	At last a brilliantly playable versio
G015	Crossfire (1 MB)	Excellent game written in AMOS
G122	Cubulus	Rubik cube type puzzl
G118	Downhill Challenge	Sid Simulato
G019	Dungeon Delver (2 disks)	Difficult adventure ques
G021	Demolition Mission (1 MB)	Similar to ballonacy, good fu
G022	Escape from Jovi	Guide ship to safety. Simplistic graphic
G029	Flaschbire	Old favourite. Get to alarm clo
G031	Gravattack	Control spaceship picking up key
G038	Jeopard (1 MB)	Risk-type strategic gam
G040	Holy Grail (1 MB)	Text adventur
G110	Ladybug	Pacman type gam
G043	Learn and Play 1	Good for the kids. Blackboard maths,e
G050	Master of the Town	Use mouse to smash windows. Very addicti
G049	Megaball (1 MB)	.Excellent game. Improved version of Breako
G055	Mechforce	Strategy gam
G117	Midnight Thief	Text adventur
G058	Monopoly	Board game on dis
G124	Napoleonic warfare	Good simulatio
G059	Nethack(Fish 460)	.Good adventure game, recently apprise
G061	Pick up a puzzle(1MB/2 disk)	Fit the pieces. Good for the ki
G062	3D Pool	Control cue with mouse, and it's all pot luc
G063	Pacman	The classic game still her
G131	Tomcat	Shoot em up
G126	Pom Pom	Pearl Harbour et
G132	DarkStaff	Adventure game. Gre
G127	Games Galore 8	7 games including Spacewa
G065	Pixie Kingdom (2 disks)	Tricky adventure game. Goo
G128	Raid	Good shoot em u
G072	Star Trek: Next generation	Not as good as G00
G107	Serene 2	Shoot em up seq
G077	Seven Tiles	Excellent speedball game from Alph
G102	Simulations	Metro, Amigoids, Imperium and mor
G124	Stock Market	Speculate at no risk
G115	Survivor	Role Play an alie
G100	Towers of Hanol	Text adventur
G079	Tresure Hunt	Find the hidden treasure. Good graphic
G081	Trek Trivia	Test your Star Trek knowledg
G083	Wooden Ball (1 MB)	Score three goals to wi
G084	Wet Beaver Tennis	Simple, but good fun bat & ball gam
G086	Wraithed One	Good general knowledge qui
G088	Pair Crazy	Match the piccie
G094	Zeus	Simple puzzle gam
G096	Assaissins games comp	Very good.Includes Tanx & Amigoid
G098	Battleforce	Control battle of robot
G097	Tomtespelet	Speedball gam

LICENCEWARE

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blue pages

Feeling blue need no longer mean being down in the dumps, as CU presents no less than thirty-two pages of buyer's information, reviews, tutorials, charts, and the low-down on the Amiga scene in general. So, get ready to look, absorb and, more importantly... learn.

Page 260 sees the start of our comprehensive **Buyer's Guide,** with sixty 'serious' products taken apart for your delectation... Next up we have our **Q&A** service on **page 272,** which sets out to answer all your many printer, hard disk and general Amiga enquiries and ALWAYS succeeds... In keeping with our aim to solve your many problems, **Helpline** opens its doors on **page 280** with valuable info on all those hard-to-beat games... Our **MED** coverage continues on **page 282,** with Mat Broomfield continuing with the second section of his three-part review... For a lighter look at the Amiga scene, **Inside Info** can be found on **page 284** and is, as usual, stuffed with charts, lists and trivia... Finally, we round it all off on **page 288** with your points of view in **Backchat.**

blue pages

buyers guide

Going shopping? This is the only place you need to look if you're thinking of getting a new game or gadget for your Amiga! Every item is described in detail and rated out of five. Don't leave home or pick up the phone without it...

ACTION REPLAY II

Datel Electronics

0782 744707 £59.95/£69.95

(A500/A1500)

Programming the Amiga can sometimes be very frustrating when your code causes a crash for no apparent reason. The task becomes a little easier with the help of packages such as *Devpac 2* or *Argasm* but your problems don't stop there. With Action Replay II you can now examine your code whilst it is running to see what is happening. Even if your machine has crashed, the press of a button makes it all come rushing back for further examination. You can also load almost any game and examine other programmer's code, look through memory, and save graphic images, play and save *Soundtracker* modules and samples, even put cheat modes in games and, to top it all, you never need to load this wonder widget. You just plug Action Replay into the side of your machine and forget about it. This is one piece of kit for the Amiga that's almost an essential purchase. Warning! Action Replay II only works with machines with less than four megabytes of memory.

★★★★★

AMIGA GENITIZER

Datel Electronics

0782 744707 £129.99

Using art packages like *Deluxe Paint IV* or *Photon Paint* can be a bit tricky for some people using the mouse. Now these unhappy Amiga artists can stop pulling their hair out because the Genitizer is a graphics tablet that's as simple to operate as drawing with a pen. Images can easily be copied from paper by tracing around the image. Comes complete with a *Deluxe Paint* template for easy use.

★★★★

AMIGA REPAIRS

FMG

0733 391234 £57.45

If you've had a fault with your Amiga in the past you will know how much it costs to repair. FMG is the National Repair Centre for Commodore so the work that's carried out on your machine is the best you will find.

★★★

AMOS

Europress Software

0625 859444 £49.99

There are a fair number of BASIC programming languages on the Amiga but nothing to top AMOS. The icon-driven interface and concise screen display make it a pleasure to work with. AMOS incorporates an extensive library of over 500 commands, including complete control of the hardware registers which enable you to perform pixel-perfect scrolling both vertically and horizontally, software (blitter) and hardware sprites, copperlists for rainbow colour bars like in the *Turrican II* (Rainbow Arts) and *James Pond* (Millennium) games, and a *Soundtracker/Noisetracker* player. Some useful utilities are included with *AMOS* for editing sprites, pictures and animations. *AMOS* runs at such a fast speed that you can produce quality home-grown games.

★★★★

AMOS 3D

Europress Software

0625 859444 £34.99

Almost every Amiga owner has seen solid-3D Vector images at some time, either in a Red Sector demo or games like *Thunderhawk* (*Core Design*) and *Jimmy White's Whirlwind Snooker* (*Virgin Games*). The programmers of these games had to perform thousands of maths calculations to produce these complex graphics, and, for the average person, balancing the weekly budget is about the limit. *AMOS 3D* is here to help. With the maths already done for you, all you are required to do is put the lines in the correct places and devise a game around them. This is easy because the software is completely icon driven and supplied with a comprehensive manual. *AMOS 3D* was written by *Voodoo Software*, the folks behind a 3D game for Electronic Zoo called *Xiphos*.

★★★

AMOS COMPILER

***Europress Software* 0625**

859444 £29.99

For those who are not sure what a compiler does, it's very simple. Honest! After writing your blockbuster on *AMOS* you now have the option of converting it into stand-alone machine code using the compiler. Once you have compiled your game it now reacts just like a normal game and you can start it from the CLI without loading *AMOS*. The only problem is it may run too quick to play, so you will have to incorporate some routines to slow your game down. Definitely worth a look!

★★★★

ARGASM

Argonaut Software

081 906 4253 £49.95

This package is almost the same as *Devpac* but incorporates a few alterations such as a much up-rated assembler and some new editor functions. Sadly, this isn't the most friendly package on the market. For instance, the assembler is very fussy about what it will accept.

★★★★

ATONCE-AMIGA

SDL

081 309 5000 £199

Why people should need to turn the Amiga into a boring PC is beyond us! For a few years Vortex has been working on the ATonce-Amiga making it better all the time. The system now incorporates an Intel 80286 processor, CGA/EGA and VGA graphics compatibility and reads MS-DOS disks using the standard drive. The card is very easy to install: lift the A500 cover and replace the 68000 CPU with the ATonce-Amiga card. The latest version of DOS, V.5, will cost in the region of £55.

★★★

BARS AND PIPES PRO

Precision Software

081 330 7166 £225

This has been the best MIDI package around for the last few years. The functions in the new Pro version have been upgraded. With an optional internal sound program, you can use the standard Paula sound chip of your machine.

★★★★

BOOKS

Abacus

021 706 1188 £various

The manual that comes with your Amiga is pretty difficult to understand and doesn't go into too much depth. Abacus publishes a complete range of books for beginners and advanced programmers alike. Each book is well pre-

sented and includes good descriptions, working examples and an optional disk including all the program listings. Ever-expanding range includes Amiga for Beginners, Amiga Basic, Amiga DOS, Making Music and Amiga Machine Language. Check your local book store and ask for the complete list.
★★★★★

CD-ROM DRIVE

Commodore
0628 770088 £TBA
New kid on the block, CDTV, has been available for some months now. As more and more software emerges, owners of the standard Amiga can only sit back and watch. Commodore is planning to shortly release an external CD-ROM drive allowing anybody with a one megabyte machine to play CDTV software. No price fixed as yet, but expect to pay around £350.
★★★

COLOURPIC

JCL Business Systems
0892 75791 £399
For a professional real-time full colour digitiser the ColourPic is probably the best and also the most inexpensive. Blessed with the ability to save files in all graphics modes, making it the perfect tool for any kind of work. For an extra £100, JCL will include a quality genlock to merge graphics on real-time video. !
★★★★

DELUXE PAINT IV

Electronic Arts **0753 549442**
£89.99
Since the beginning of time there has always been *Deluxe Paint.* Only just out on the streets, *Deluxe Paint* IV is alive with fresh icons, faster screen update and a host of new functions including transparency which enables you to draw over a previous picture and still see the old image, Anti-aliasing to remove all those jagged edges, metamorph from one object to another and colour mixing to find that perfect shade. If that wasn't enough, you now have access to the famous, and very gorgeous, HAM graphics mode with all 4096 colours to use at the same time. With all these functions and the ability to switch between screen modes, this becomes the best art package on the market today. So, if you're just starting out or already an experienced graphic artist *Deluxe Paint IV* should be on your Xmas shopping list. Electronic Arts is offering upgrades for users of previous versions of the software, ranging in price from £65 to £45.
★★★★★

DEVPAC 2

Hisoft **0525 718181 £39.95**
Even though there is so much programming done on the Amiga, there are only a couple of professional assemblers available. With a text editor that out performs a lot of word processors, *Devpac* is used by commercial software developers. There are some really dreamy features incorporated into this top title, including a fast macro assembler and built-in debugger. This should be your first choice if you are just starting out.
★★★

DIGI-VIEW GOLD

NewTek **0753 686000 £149.95**
Can digitise images in any of the Amiga screen modes, even hi-res with an amazing 4096-colours. An advanced dithering routine gives the illusion of 100,000 colours on the screen. Saves images as standard IFF for use in *Deluxe Paint.* Very easy to use, just plug it in and away you go.
★★★★★

EXTERNAL FLOPPY DISK DRIVE

Evesham Micros **0386 765500**
£51.99
Evesham Micros has the perfect device for Amiga owners who don't require any special frills from their drives. Just plug it in and away you go.
★★★★

FUN SCHOOL 3

Europress Software
(0625 859444) £24.99
Teaches young children the principles of letters, numbers, colours, shapes and action words through the use of six learning programs which automatically adjust to your child's abilities. Fun School 4 has just been released.
★★★★

HAM-E

Checkmate Digital
071 923 0658 £299/£399
Even though the Amiga has some the best graphics available on a home computer, it is still very limited. HAM-E is a 24-bit graphics adaptor that lets you display 256- or 512-colours at once on a resolution of 384x560 on the standard version or 768x560 in hi-res. Both versions are supplied with all the required connections and two professional software packages.
★★★

JOYSTICK TESTER

Konix **£14.95**
Has your joystick made that last great move? Is the fire button feeling a bit flat? Konix has produced what must be the most remarkable product featured in these pages. Although the Joystick Tester is aimed primarily for computer shops, it works perfectly and saves time.
★★★

KCS POWER PC

Bitcon Devices **091 490 1919**
£234.99
Much the same as the ATonce-Amiga except the KCS card plugs in under the machine through the trap door. When not in PC mode you can use the card as a memory expansion. The KCS only supports Monochrome, Hercules and CGA. EGA and VGA will follow. Supplied with MS-DOS 4.01 and GW Basic.
★★★

MASTER SOUND

Microdeal **0726 68020**
£39.95
If, after looking through all the Public Domain lists of *Soundtracker* music and dissecting hundreds of tunes you still cannot find that perfect sound, the only thing to do is sample them yourself! *Using Master Sound* there are no limits to the achievable sounds. That racing game you're designing could sure benefit from some meaty effects, so why not stand next to a Porsche 959 and get the perfect engine sound? Only the foolhardy will attempt to capture real thunder, though. Simply record these sounds onto tape, play them into your Amiga via *Master Sound,* then load *Noise Tracker* or *Quartet* and place the new sound into your piece of music or game. Hey presto, your software is enlivened with realistic audio just like the professionals. *Master Sound* is supplied with a cartridge for sampling and editor software to modify, merge and save your samples.
★★★

MIDI INTERFACE

Evesham Micros **0386 765500**
£19.95
For a professional music package you will have to purchase a MIDI interface and music keyboard. If you have never been involved in creating music it's worth buying cheap, you never know, after a couple of days you might hate it!
★★★

MUSIC X

Software Business **0480 496497 • £50/£99 (Junior/Full)**
Professional MIDI software almost the same as *Bars and Pipes* but not as friendly. Icon-driven with up to 250-track recorder. Hasn't the ability to use the standard sound chip. *Music X Junior*also available with a cut-down version with fewer features.
★★★

GULF WAR!?!

The military conflict in Kuwait has given virus writers inspiration to create a new style of virus called Saddam Hussein. The 'Saddam' normally hides inside Disk-Validator and infects all files whilst corrupting the disks structure. However, if you have not attempted to remove the file, it is combatable and help can easily be found in the form of *Virus Checker V5.32.*

(The disk is available from all good PD stockists)

NOISE TRACKER

Any PD Library **Around £2**

Your Amiga is well suited to playing sampled noises, the problem is to combine and string the samples together to make music. With the aid of *Noise Tracker* you can load up to 32 samples into memory and simply play them using keys on the Amiga. You're even able to put a few bars together, just click on an icon and the machine will remember which notes you have played. When you've finished simply play them back with just a click of the mouse button. If it sounds a bit rough at first you can always do fine alterations. After completing a few bars you can rearrange them if necessary and listen to your final composition.

★★

NOVIA HARD DRIVE

Power Computing **0253 734218 £399**

An American company named ICD has started shipping mini-drives and control cards for the Amiga A500. The difference between these, and the standard hard drives, is that they fit inside the A500 case, thus allowing other peripherals to use the edge connector. There are two versions of the Novia drive: 20Mb and 30Mb.

★★

PC880B POWER DRIVE

Power Computing **0234 843388 £65**

Now that almost every title available on the Amiga requires an average of three disks, it's about time you upgraded your system by adding two or more drives. *The Power Drive* is packed with some novel hardware features, including a copier that enables you to back-up unprotected disks at amazing speeds, Anti-Click to stop that annoying clicking sound when there is no disk inserted into the drive, and a Virus Blocker which prevents viruses infecting your disks. It also has a thru port allowing more drives to be connected.

★★★★★

PEN PAL

Gordon Harwood Computers **0773 836781 £79.95**

Much the same as Wordworth really. Pen Pal has a 100,000 word dictionary, spell-checker and can input graphics into files. Would-be Shakespeare's can simultaneously edit up to four pages. Well-presented 250-page manual and easy to use. Database software included in the price. Mat positively raved about this one when he reviewed it a couple of issues ago.

★★★★★

PERSONAL FINANCE MANAGER

MichTron/Microdeal **0726 68020 · £29.95**

A very easy to use package that allows you to be in complete control of your money worries within a couple of hours. Fully icon-driven with such features as 2D and 3D bar-graphs, pie charts, calculator and budget planner.With a 30 day full money back guarantee when bought direct from MichTron, this has to be the safest money you will ever spend.

★

THE ART OF NOISE

Anybody can produce a chart-topping sampled dance track these days, and Amiga users have a head start! All you'll need is a sampler cartridge (for around £50) and a fantastically free PD program called Noise Tracker. If you've got a MIDI-compatible music keyboard, you could control the beast from the comfort of your computer via some special software like Music X (two versions available for £50 and £100).

PRIMA HARD DRIVE

Power Computing **0253 734218 £499**

Another internal hard drive from ICD. This one fits in place of the floppy disk drive, a shuffleboard is used to relocate the external drive to (DF0:). Available in 42Mb and 105Mb versions.

★★

PROPER GRAMMAR

Gordon Harwood Computers **0773 836781 £69.95**

Having difficulties mastering the complex sentence structures of our great language? *Proper Grammar* checks every word within a text document to see if you've made any tedious mistakes. Although the software is great at spotting spelling errors, its dictionary is rather limited and very American. However, there's a user dictionary which stores your personal words and phrases. Needs external drive and one megabyte of RAM and it's slow!

★★

PRO-RAM PLUS

Datel Electronics **0782 744707 £24.99/£34.99 (with battery backup)**

Normal half-megabyte memory upgrades only extend your computer's FAST memory, Pro-Ram has the option of becoming FAST or CHIP memory. Setting the expansion to CHIP enables the blitter to access the upgrade.

★★★

PRO SAMPLER STUDIO II+DATEL JAMMER

Datel Electronics **0782 744707 £69.99**

As the Amiga is a stereo machine you should be able to digitally record stereo sounds, Pro Sampler is used for just that. A software package is included for mixing, cutting, reversing and inserting samples. The hardware plugs into the edge connector and contains a thru port to accept a hard drive or Action Replay cartridge.

★★★★

QUARTET

Microdeal **0726 68020 £49.95**

Basically the same as *Noisetracker* or *Soundtracker* with a few extra options, including sound editor for changing samples and use of an external keyboard.

★★★

RAM MASTER II

Datel Electronics **0782 744707 £99.99**

Some application software requires about two megabytes of RAM to perform properly, Ram Master has 1.5 megabytes on the board, boosting your machine to an effective total of two megabytes. Installing the upgrade invalidates the warranty of your machine.

★★★

REAL 3D

Alternative Image **0533 440041 £299**

One of the more advanced graphics techniques, 3D rendering, is now becoming a standard feature on the Amiga. With the introduction of accelerator boards and 24-bit graphics adaptors, the concept of photo-realistic imagery is here. Real 3D consists of three main work screens. The first draws your objects using vector graphics, the second handles slight alterations to view and rotation, and the last sets the rendering style, speed, wire frame, colours, graphics mode and animation steps. The finished picture can then be saved to disk and viewed or animated with a small external program.

★★★★★

REFERENCE HARD DRIVE

Evesham Micros **0386 765500 £299/£449**

The price of hard drives is continuously decreasing, at Evesham Micros they have just released the Reference Hard Drive. Either 40Mb or 100Mb versions are available with a choice of either 2Mb or 4Mb internal memory upgrades. Supplied with Mr Backup Pro to backup your hard drive to floppy disks or a tape streamer.

★★★

ROCGEN GENLOCK

Evesham Micros **0386 765500 £114.99**

Genlocks are used to overlay computer graphics onto video images. These can then be recorded onto another video tape. For software develop-

COPY CATS

If you've decided to invest in one of those 'back-up' devices to pirate software, beware, developers are now fighting back! Ocean are the first to devise protection code to combat illegal copy-only carts. According to spokesman Gary Bracey, this is only the beginning...

ers this enables them to watch videos whilst working.
★★★

SEIKOSHA PRINTERS

Silica Systems **081 309 1111**
£see text
Silica offers a wide range of printers for the Amiga with a £117 starting price for a 9-pin machine capable of 192cps (draft) and 48cps (NLQ). Also available is a Notebook 24-pin dot matrix model for £431 running at 144cps (draft) and 60cps (LQ). All printers are sold with a free starter kit including a 1.8 metre cable, 200 sheets of paper, 100 sticky labels and a disk containing the correct drivers.
★★★

STAR LC-20

Star Micronics **0895 252131**
£199
For many years the most trusted printer in the computer industry was the Star LC-10. The successor has a new case design and prints faster at 180cps (draft) and 45cps (NLQ). The LC-20 is supplied with traction feed and parallel interface.
★★★

STAR LC-200

Star Micronics **0895 252131**
£259
The LC-200 colour printer enables you to output Deluxe Paint and Photon Paint pictures onto paper in true colour. Using a four colour ribbon, the LC-200 is able to reproduce almost any colour. Available with 9-pin or 24-pin print head.
★★★★

SUPERBASE 4 PRO

Precision Software **081 330 7166** **£120**
Using a database can help you in many ways, from keeping notes of all your software collection to remembering the address of all your auntie's and uncles. *Superbase 4 Pro* is fully icon-driven with its own special VCR panel for quick movement around files. You can also load a digitised picture into your file. A very easy to use program with good screen output on both monitor and TV.
★★★★

SUPRA MODEM 2400/9600

Surface UK **081 566 6677**
£149/£499
Zapping around the world over the phone line is fun thanks to a growing number of bulletin boards. As a result, Public Domain software is becoming easier to obtain. Simply plug the modem into your computer and phone line. The supplied K-Comm software will quickly get you up and running. Available from Surface UK are the Supra Modem range – including 300-, 2400- and now 9600-baud modems (higher the baud number, quicker the data transfer, lesser the phone bill).
★★★★

TELETEXT ADAPTOR

Microtext **0705 595694** **£146**
You don't need to buy a new television set to read the teletext service, with Microtext you can access all pages from Ceefax and Oracle and save them to disk or print them out. Microtext allows you to display two pages at the same time, have instant access to the 16 previously received pages, text-to-speech facility and true Fast Text.
★★★★

TRACK DISPLAY DRIVE

Evesham Micros **0386 765500**
£64.95
If you wish to keep an eye on what your disk is doing while it's hidden inside the drive, Evesham has come to the rescue with a drive that has a useful LED display on the front panel that informs you of which track the drive is currently reading. This can help you find tracks on a disk that are faulty or protected.
★★★

VIDEO DIGITISER II

Datel Electronics **0782 744707**
£89.99
Capturing video images on the Amiga is now a very easy task. With *Digitiser II* you can grab images then modify them using the software supplied. Optional RGB Splitter is used for separating the three colour signals, RGB, then digitising each colour to produce a full-colour image. Files can be saved as 8-, 16-, 32- and 4096-colour pictures and reloaded into Deluxe Paint. The RGB Splitter costs an extra £79.99, but it's worth every penny.
★★★

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Digita International **0395 270273** **£129.99**
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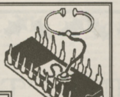

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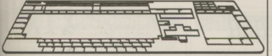

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buyers guide

Welcome to the pleasure dome! Sit back, relax and read through the definitive guide to the greatest and latest games available today...

RATINGS	
★★★★★	supreme
★★★★	excellent
★★★	good
★★	fair
★	dodgy

ALIEN BREED

Team 17 **£24.99 Shoot'em-up**
Similar in play style to *Gauntlet* but enhanced by exceptional audio video delivery. Inspired by the imaginative Ridley Scott movie. Requires one megabyte of memory.
★★★★

AMNIOS

Psygnosis **£25.99 Shoot'em-up**
Playable eight-way scrolling shooter utilising ideas pioneered by classic arcade games like *Asteroids* and *Defender*. Weird and wonderful backdrops and sprites.
★★★

ARMOUR-GEDDON

Psygnosis **£25.99 Arcade Simulation**
Chance to drive or fly six different types of vehicle in a futuristic fusion of simulation, strategy and shoot'em-up. Full marks go to Psygnosis for this first foray into the genre. Scores over the cult classic *Carrier Command* from Realtime Games/Rainbird.
★★★★

BARBARIAN II

Psygnosis **£25.99 Arcade** Adventure
Hegor the Horrible is back in a hacker slasher which, unfortunately, doesn't live up to the *Shadow of the Beast* style of presentation.
★★

BATTLE CHESS

Interplay/Electronic Arts **£24.99 Strategy**
Nobody can do anything special with chess, right? *Battle Chess* is a very amusing adaptation of the ancient board-game with over four megabytes of 3D animations, stereo digitised sound effects and ten levels of play. The presentation is so good, you'll find yourself sacrificing a knight just to see the rook transform into a rock monster and crush him to bits. Modem capability for long distance play. Sequel is nowhere near as good.
★★★

BATTLE COMMAND

Ocean **£24.99 Arcade Simulation**
Blend of sci-fi shoot 'em-up and strategy from Realtime Games of *Carrier Command* fame. Advanced 3D graphics and a plethora of missions.
★★★

BLUES BROTHERS

Titus **£25.99 Platform**

Fans of the cult '70s film will really get a kick out of this game. Sparkling sprite animation of the two main characters come complete with a crazy backdrop full of traps and unexpected bonuses.
★★★★

CADAVER

Imageworks **£24.99 Arcade Adventure**
Pays homage to the outstanding isometric-3D games produced by Ultimate in the Golden Age of Arcade Adventures. The Bitmap Brothers pack the five levels with quality puzzles and graphics. If only they'd added a bit more action, too.
★★★

CAPTIVE

Mindscape **£24.99 Role Playing Game**
Veteran programmer Tony Crowther's '*Dungeon Master* in space' has an almost infinite number of levels and a sometimes bewildering array of collectible gadgetry.
★★★★

CENTURION: DEFENDER OF ROME

Electronic Arts **£24.99 Arcade Strategy**
The creative force behind the legendary *Defender of the Crown* turns his attention to the Roman Empire. Command legionnaires on the battlefield, construct a fleet of boats, catch a gladiator show, and try to seduce Cleopatra. Carry on, gamers!
★★★

CHAMPION OF THE RAJ

Mirrorsoft **£25.99 Arcade Strategy**
Catch the laughable Captain Pugwash animation in Level 9's answer to those Cinemaware 'Interactive Movies' like *Defender of the Crown* and It Came from the Desert. Somewhere along the line that whole affair falls flat... about 23 seconds after inserting the disk, in fact.
★

CHUCK ROCK

Core Design **£24.99 Platform**
Prehistoric lager lout travels through five levels made of jungles, caves, underwater passages and ice chambers before a finale in the dinosaur's graveyard. Brilliant animation of some crazy creatures. A bit too easy to complete. Ungabunga!
★★★★

CORPORATION

Core Design **£24.99 Role Playing Game**
Science-fiction scenario throws players in a sprawling corporate building overrun by particularly nasty security guards. Have you got what it takes to be a cyberpunk commando and reach the genetic laboratory in time? Add-on mission disk ensures long-term interest is cranked up.
★★★

CRUISE FOR A CORPSE

Delphine/US Gold **£25.99 Adventure**
Gripping stuff from the Parisian software company. Agatha Christie style murder mystery using the Cinematique system. Full of French flair, especially the black and white 'flashback' sequences.
★★★★

DEUTEROS

Activision **£25.99 Strategy**
Space opera about as interesting as playing with a number-crunching spreadsheet. Still, some people out there will get a kick out of this follow-up to *Millennium 2.2...*
★★

DUNGEON MASTER

FTL/Mirrorsoft **£29.99 Role Playing Game**
One of the most popular computer games of all time. It's your party of adventurers and you'll fight monsters if you want to. Excellent blend of playabillity, lastability and atmosphere. Downside? Looks a little dated in comparison to more modern games like *Eye of the Beholder* (SSI/US Gold) and *Captive* (Mindscape). *Chaos Strikes Back* (FTL/Mirrorsoft) also uses the *Dungeon Master* game engine. Requires one megabyte of memory.
★★★★

EYE OF THE BEHOLDER

SSI/US Gold **£29.99 Role Playing Game**
A *Dungeon Master* clone that is superior to the original. Takes the idea a stage further by incorporating the feel of AD&D role-playing with improved characters and story.
★★★★★

F-15 STRIKE EAGLE II

Microprose **£34.99 Simulation**
Another in the long-line of quality flight-sims from Microprose. Fly hundreds of missions in six warzones around the world, including the Persian Gulf, Vietnam and Central Europe. Probably the best ever Amiga flight-sim... until the next one takes off!
★★★★★

F-29 RETALIATOR

Ocean **£24.99 · Simulation**
More an arcade game than a straight flight simulation, F-29 is brimming over with fast solid-3D graphics and fair number of 'bugs'. Contains dozens of different tactical missions with intense aerial combat and ground battles. Runcorn-based developer Digital Image Design is cur-

rently working on *Robocop 3* and *Epic*, Ocean's answer to the award-winning *Wing Commander*.
★★★★

FIRST SAMURAI

***Imageworks* £24.99 Arcade**
People behind such classics as *Cybernoid* and *Last Ninja* have produced a very playable romp. Plenty of beat'em-up action and horizontally-scrolling landscape to explore. Beautiful sprites and backdrops coupled with unusual orchestral sound effects. A cut above the rest.
★★★★★

FLAMES OF FREEDOM

***Microprose* £34.99 Arcade Strategy**
Even after all these years, *Lords of Midnight* programmer Mike Singleton can still cut it. *Midwinter II* is a technically awesome 3D adventure with 22 different forms of transport, over 1,000 intelligent characters, dozens of useable weapons and the equivalent of 1,000,000 square miles of terrain to explore. The nearest a computer game has ever come to a James Bond movie.
★★★★★

FLIGHT OF THE INTRUDER

***Spectrum Holobyte/Mirrorsoft* £34.99 Simulation**
Superior 'game-of-the-novel' with everything you could expect from this style of software. Based around the exploits of American carrier aircraft jocks during the Vietnam war.
★★★★

GODS

***Renegade/Mindscape* £24.95 Platform**
Another corker of a game from the prolific Bitmap Brothers. Highly impressive graphics complemented by a wide range of multi-layered sound effects and samples. Utilises a novel system which makes the computer-controlled opponents respond intelligently to the actions of the player.
★★★★

GRAND PRIX

***Microprose* £34.99 Drive 'em-up**
More hot racing action from author of the award-winning *Stunt Car Racer*. Realistic, fast-moving and excellent 3D graphics. With up to sixteen tracks to choose from, you shouldn't dire of taking these Formula One buggies out for a spin.
★★★★★

GREAT GIANA SISTERS

***Rainbow Arts* £N/A Platform**
Just to be trendy, here is the ultimate underground hit. Nintendo forced this game out of punters reach because of its likeness to the mega-successful Super Mario Bros series. Praise indeed, pity the game is no longer available on the open-market.
★★★★

HEAD OVER HEELS

***Ocean* £7.99 Arcade Adventure**
This transfer of the old Spectrum game has been well worth the wait. Primitive graphics and sound but phenomenal gameplay. Hopefully, this could pave the way for adaptions of some of other eight-bit classics like *Aliens, Delta, Forbidden Forest, Lode Runner, Lords of Midnight, Park Patrol, Pastfinder, Raid on Bungling Bay, Thrust*, and so on.
★★★★★

HEIMDALL

***Core Design* £30.99 Arcade Adventure**
Graphics easily up to the standard of *Dragon's Lair* complemented by really meaty gameplay, too.The ultimate in arcade adventures... brilliant!
★★★★★

HUDSON HAWK

***Ocean* £24.99 Platform**
This Bruce Willis 'action comedy' may have bombed at the box office, but Ocean has managed to produce one of the better movie licenses of late. Basic game style never really changes but *Hudson Hawk* isn't dull so who gives a stuff?
★★★

KICK OFF 2

***Anco* £24.99 Sport**
Simply the best computer simulation of soccer to ever invade the silicon chip. Once the fast pace and intuitive gameplay have been tasted, you'll never go back to anything less. You can't afford to miss this one, especially as Anco occasionally releases add-on disks with special tactics data for use during play. Programmer Dino Dini is currently working on *Player Manager 2* and *Kick Off 3*.
★★★★★

KING'S QUEST V

***Sierra On-Line* £40.85 Adventure**
Yet another example of the classy fantasy graphic adventures coming over from our American cousins. Attractive to both novice and master. What about that price, though?
★★★★

IK+

***System 3* £9.99 Beat'em-up**
Definitive example of the genre from maverick programmer Archer Maclean. Looks and sounds like a Bruce Lee martial arts movie, incorporating frantic combat and a great sense of humour. Dramatic sampled sounds and super smooth animation of head-butt, face slap and gut punch moves make the game virtually unbeatable. Are you a karate kid?
★★★★★

LAST NINJA III

***System 3* £25.99 Arcade Adventure**
Will this martial arts saga ever finish? Concept is looking long in the tooth though the execution is bang up-to-date. Possibly the best beat'em-up for avid explorers.
★★★★

LEANDER

***Psygnosis* £24.99 Platform**
Head and shoulders above most other platform games, Leander smacks of those Japanese console games currently in vogue. Easily the most playable game from the Psygnosis stable but even this can become a little repetitive. Recommended.
★★★★

LEMMINGS

***Psygnosis* £24.99 Arcade Puzzle**
Take command of the wackiest collection of misdirected death-wish rodents ever seen your screen. Click on a series of icons to make your cute little *Lemmings* perform potentially life-saving skills like digging tunnels, climbing, building bridges, and so on. One of those games that will grab you until you've completed it. Psygnosis and DMA Design are promising extra level disks and a brand-new sequel.
★★★★★

LIFE AND DEATH

***Software Toolworks/Mindscape* • £30.99 • Simulation**
Unique game where you can become a surgeon in charge of some unlucky patients with gut ache! If only the operations could stretch beyond the stomach...
★★

LORD OF THE RINGS

***Interplay/Electronic Arts* £25.99 Role Playing Game**
Fabulous interpretation of Tolkien's masterwork with point 'n' click icon interface and a series of graphic and text screens to push the fantasy story forward.
★★★

LOTUS ESPRIT TURBO CHALLENGE

***Gremlin* £24.99 Drive 'em-up**
Surprise hit of the year! Similar look and feel to the C64 classic *Pitstop II* from Epyx. Features 20 competing cars, 32 cruel courses, precious pitstops and capital controls. Split-screen racing action for one or two players.
★★★★

LOTUS TURBO CHALLENGE II

***Gremlin* £25.99 Drive 'em-up**
Eagerly-awaited sequel brings eight new stages and improved graphics. Like Sega's Radmobile coin-op, *Lotus 2* also includes fancy weather effects like rain, snow and, most impressive of all, fog. In addition, four players can simultaneously compete courtesy of an ingenious link-up option. Some players have complained about the feel of this one, so try both games before you decide.
★★★★

MAGIC POCKETS

***Renegade/Mindscape* £25.99 Platform**
Overrated release which proves even the Bitmap Brothers can get it wrong.

Customary excellence in graphics and sound let down by unrewarding play.
★★

MANCHESTER UNITED EUROPE

***Krisalis* £25.99 Sport**
Popular soccer game recently updated for the new international season. Features four-player option when used with special joystick adaptor. Arcade and management modes to suit everybody.
★★★★

MEGALOMANIA

***Imageworks* £30.99 Arcade Strategy**
Skillfully crafted action wargame with some super sampled sound effects and speech. Make your moves and watch hordes of little men run around the screen killing each other. The boys at Sensible Software have done players proud with a witty interpretation of the genre.
★★★★★

MEGATRAVELLER 1

***Paragon/Empire* £29.99 Role Playing Game**
Entertaining, absorbing release based around the popular RPG book. Contains loads of puzzles but not really written for beginners.
★★★★

MOONSTONE

***Mindscape* £25.99 Beat'em-up**
Overtones of a role playing game set against a fantasy setting. Parental Warning! Loads of decapitations and disembowelments are in here.
★★

PACMANIA

***Grandslam* £N/A Arcade**
Perhaps the finest moment for the cult video game character. *Pacmania* is an old but competent conversion of the colourful Namco coin-op. Every bit of your screen is filled with pseudo-3D mazes occupied by nasty ghosties out to get our hungry hero. Excellent choice for younger players. ★★★

PANG

***Ocean* £24.99 Arcade Puzzle**
Lashings of addictive playability and loveable laughs. Even better when played with a friend.
★★★

PGA TOUR GOLF

***Electronic Arts* £24.99 Sport**
Compete against sixty PGA Tour Pros in four-round tournament play. *PGA Tour Golf* has three authentic courses (Sawgrass, Avenel and PGA West) and a bonus fantasy course. Play against one to four human or computer opponents and see your best shots again via the Instant Replay. There are plenty of golf games available on the Amiga, but none of them come close to this classic.
★★★★★

POPULOUS 2

***Bullfrog/EA* £29.99 Strategy**
One of the best games ever released. No kidding. Basically the same play principle as Populous, only everything has been improved to perfection. Try to become more powerful than Zeus by defeating a series of Greek Gods and mythological creatures. State-of-the-art gameplay and presentation. You simply cannot be without this game in your collection. There are two versions, owners of one megabyte machines are treated to even better graphics and sound.
★★★★★

POWERMONGER

***Electronic Arts* £29.99 Strategy**
From Bullfrog, the team that brought us *Populous*, this is another startling example of how original games can be created by designers who care. Life as a warlord is tough but immense fun. Spy on your enemies, bribe the meek and send in your troops to attack. Get the peasants to make food or invent something useful like agricultural machinery or destructive weapons. More of a 'real-world' simulation than Populous, with an incredible 3D representation of rivers, hills, settlements, people and battles which can be zoomed and rotated at will.
★★★★★

PRINCE OF PERSIA

***Broderbund/Domark* £24.99 Platform**
Arabian swordplay and hijinks with delicious sprite animation. Looks good, sounds good and jolly well does you good. Hey Broderbund, what about a sequel?
★★★★★

PRO TENNIS TOUR 2

***Ubisoft* £24.99 Sport**
Who needs Wimbledon when you can have the 'real-thing' all year round?
★★★★

RAILROAD TYCOON

***Microprose* £29.99 Strategy**
Build yourself a railroad empire in North America or Europe during the heyday of locomotion. Each territory has its own economy, products and resources. Players must choose the right train engine and rolling stock for the job and keep the equipment up-to-date. Newspaper headlines keep you informed of events which could bring in new opportunities for budding tycoons. Typical Sid Meier release with an exhausting amount of depth.
★★★★

RBI BASEBALL 2

***Tengen/Domark* £25.99 Sport**
Addictive simulation that hits all the bases. Perhaps other software houses should take note of how to expertly adapt a Nintendo video game to the Amiga.
★★★★

RICK DANGEROUS II

***Microprose* £24.99 Platform**
Rick is ready to greedily soak up your free-time. Beware, the game can be very frustrating to play at times.
★★★

RISE OF THE DRAGON

***Dynamix/Sierra Online* £39.99 Graphic Adventure**
Above average release inspired by Ridley Scott's Blade Runner cyberpunk film. No typing involved and it sports some lush location graphics and animations. Plenty of disk-swapping for those of us without a hard disk. Far too expensive for most players.
★★★

ROBIN HOOD

***Millennium/US Gold* £25.99 Strategy Adventure**
Kevin Costner and Bryan Adams have made huge amounts of cash out of this legendary hero, so why shouldn't us Brits grab a slice of the pie? *Robin Hood* is an epic game, pleasing to both the eyes and ears.
★★★

ROBOCOD

***Millennium* £24.99 Platform**
Sequel to *James Pond Secret Agent* is a real scorcher. Fantastic combination of humour, platform play and cute graphics. How can one lonely programmer produce a game of such calibre?
★★★★★

RODLAND

***Storm* £25.99 Platform**
One of the most playable games to hit the Amiga in a long time. This Jaleco coin-op has been cleverly brought to life without losing any of the original appeal.
★★★★

SECRET OF MONKEY ISLAND

***Lucasfilm Games/US Gold* £25.99 Adventure**
There's not much you can teach the George Lucas team about creating top-quality interactive entertainment. *The Secret of Monkey Island* is superb in every respect: gorgeous graphics, seducing sounds and heaps of humour. This swashbuckling pirate adventure has absolutely no typing involved and incorporates a terrific use of dialogue. Requires one megabyte of memory.
★★★★★

SHADOW OF THE BEAST 2

***Psygnosis* £34.95 Platform**
Ridiculously difficult gameplay, most impressive graphics and ever so overpriced. What else can we say? Oh yeah, Shadow of the Beast 3 will be here soon.
★★

SUPALEX

***Dream Factory* £19.95 Puzzle**
Very taxing puzzle game using a Pacman like character who shoots around

various mazes collecting Infotrons, small blobs, and heading for the nearest exit. Game play is extremely rewarding and despite its repetitive sounding nature, it never gets boring. Loaded with traps, and problems you are always assured of a new and perplexing challenge despite the bugbear of only having one life.

★★★

SILENT SERVICE II

***Microprose* £34.99 Strategy**

Accurate submarine simulation set in the Pacific during the Second World War which could do with a dose of excitement.

★★★

SIMCITY

***Maxis/Infogrames* £29.99 Strategy**

Influential urban planning simulation which looks slightly tired against the recent batch of god games. Now sold with EA's Populous. SimCity 2 should be here next year.

★★★★

SIMPSONS - BART VS. THE SPACE MUTANTS

***Ocean* £24.95 Arcade**

Shameful lack of imagination from the Manchester powerhouse. This carbon copy of the Acclaim Nintendo video game isn't going to impress anybody. Will somebody convert the superb Konami coin-op, please!

★

SPEEDBALL II

***Imageworks* £24.99 Sport**

Based on the cult '70s movie, Rollerball, this game is easily the best Bitmap Brothers release thus far. Skillful mix of beat'em-up and a futuristic adaptation of American Football. Possibly the last word in sports games, but we're willing to be proved wrong.

★★★★★

SPINDIZZY WORLDS

***Activision* £24.99 Arcade Puzzle**

Marble Madness was one of the first games to be released on the Amiga, although we had to wait four years for the real thing. Fascinating game design.

★★★★

STAR CONTROL

***Accolade* £24.95 Shoot'em-up**

This one had the crew at EMAP Towers hogging the Amiga when it first came out. Sort of like Asteroids for the 90's with some spiffy sound samples from TV shows of bygone years. Requires one megabyte of memory.

★★

STUNT CAR RACER

***Microprose* £24.99 Drive 'em-up**

Inventive and irresistible crash 'n smash race game with realistic suspension and handling of the hot-rod cars. Geoff Crammond, the brains behind Revs and Sentinel, produced some fast solid-3D graphics for the narrow suspended raceways. Grand Prix is his new attempt to simulate Formula One warfare. Stunt Car Racer is due to be re-released on budget.

★★★★★

SWITCHBLADE II

***Gremlin* £24.99 Platform**

Finally, a platform slice'em-up which gives those pesky Japanese console video games a run for their money. Switchblade II is set across six enormous levels with over 600 screens of tense, claustrophobic challenges. Hack-tastic, mate!

★★★★

SWIV

***Storm* £24.99 Shoot'em-up**

Kind of like a sequel to the durable Silkworm. Vertically-scrolling shoot 'em up which pits your craft against all manner of alien fighters. Continuous loading during the game means there's always something to shoot at. Why can't all Amiga games be this smart?

★★★★★

TERMINATOR 2

***Ocean/Acclaim* £25.99 Arcade**

Smash movie hit of 1991 should make a cracking good game, right? What there is is well done but lacking in originality. Definitely not all it could be.

★★

THEIR FINEST HOUR: THE BATTLE OF BRITAIN

***Lucasfilm* Games/US Gold £24.99 Simulation**

Thrilling and historically accurate air combat simulation set during the crucial summer months of 1940. Players have the choice of flying eight famous planes including the Supermarine Spitfire, Junkers 87 Stuka and Messerschmitt 109. Lots of special features like a mission editor and replay camera with VCR controls. Supplied with exemplary manual.

★★★★★

THUNDERHAWK

***Core Design* £30.99 Arcade Simulation**

Near future chopper capers geared towards total action. A mix of slick 3D polygonal graphics and simple easy-to-use controls. There's no better helicopter sim on the Amiga at present. Another best-seller for Core Design. Yah-hoo!

★★★★★

TOKI

***Ocean* £24.95 Platform**

Qualified conversion of the strange coin-op starring a monkey in the leading role. Marvellous bright backdrops and surreal sprites. Sadly, the basic gameplay isn't that varied.

★★★

ULTIMA VI

***Origin/Mindscape* £30.99 Role Playing Game**

Every Ultima is a masterpiece in its own right. Nuff said, mate? Savage Empire and Martian Dreams use the Ultima VI game engine and are now on their way.

★★★★★

UTOPIA

***Gremlin* £29.99 Strategy**

Despite a similar look to Populous, this is really SimCity in space. Can you construct the perfect place to live? Every game presents a new challenge.

★★★★★

VIZ

***Virgin Games* £19.95 Sport**

A far better game than everybody was expecting. Adult fun which should annoy any of your prudish friends or relations. Players have the choice of playing Biffa Bacon, Johnny Fartpants or Buster Gonad in a race around the streets of Fulchester. Watch out for cameo appearances by The Fat Slags, Big Vern and Spoilt Bastard. Roger Mellie provides the live commentary. Fans of the comic will love it.

★★★

WARHEAD

***Activision* £24.99 Arcade Strategy**

Within the next fifty years Earth will be attacked by horrible insect-like aliens from a nearby star system. The survivors send you, their last hope, to prevent total destruction of the human race. Challenging space simulator with accurate flight dynamics and forty progressively tough missions to conquer. Listen out for the Gary Numan-esque soundtrack during the intro sequence.

★★★★

XENON 2: MEGABLAST

***Mirror Image* £9.99 Shoot'em-up**

Bold Bomb the Bass soundtrack and silky Bitmap Brothers graphics. Journey through five stages of evolution blasting everything that moves (or doesn't). An essential purchase at this value-for-money price. A benchmark shoot 'em up.

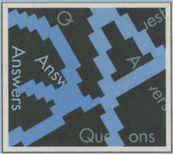
★★★★

ZORK III

***Infocom/Mastertronic* £9.99 Text Adventure**

Pinnacle of masterly text adventuring going cheap, what more could you possibly desire? How about the other Infocom games like Hitchhiker's Guide to the Galaxy and Leather Goddesses of Phobos?

★★★★



Here we are with another batch of puzzling posers and stunning solutions, brought to you this month by Keith Evans, the man with all the answers.

SCREEN PRINTING?

I run a silk-screen business printing advertising material. Until now I've used silk-screen stencils to print on fabrics. I need to know if there's any way of computerising the serigraphy process to make my work easier.

Can I use my A2000 to print high quality colour images straight from a printer onto fabric? Are there other computer graphics possibilities that don't involve using tracing paper, etc?

Bjarni Olafsson, Rekjavik, Iceland.

There are a number of ways in which you could use your computer to help your production process. Care Electronics produce printer ribbons which enable you to print full-colour transfers on paper which can then be ironed onto fabric. These are limited by the resolution of the printer being used, and the efficiency with which the printer creates colours. However, the restricted number of colours and relatively poor image quality would not make it practical for your requirements. Just in case, Care's address is; Dept CU, 15 Holland Gardens, Garston, Watford, Herts, WD2 6JN. Tel: (0923) 894064.

Alternatively, a number of the larger bubble-jet and paint-jet printers are capable of printing on acetate and so on. Isn't acetate and photo-reactive gel used to create the silk-screen stencils in the first place?

I have heard of people who've modified their bubble jet printers so that they print directly onto fabric. The process involves removing the mechanical parts from the printer and attaching them to a frame through which the fabric is passed by the printer's feed motor. Although this seems like a very good idea, it's not for the unskilled user to attempt, and I take no responsibility for any damage you may cause whilst attempting it!

Finally, we mustn't forget the design potential of the Amiga. With the likes of *D-Paint, Harlequin, Imagine* and other graphics tools, it must surely offer the best power-to-price ratio of any computer. Linked up to a digitiser or 24-bit scanner, you could use your A2000 to create some of the most innovative advertising material in Iceland.

BEGINNER'S BASIC DISK

Whilst reading your Q&A section in the September issue, I came across a plea from the youth club in Oxon. Having recently started getting to grips with the Basic programming language, I realised the potential for a beginner's disk which tackles just such problems. The idea is that it will be a showcase for Basic programmers' work, and hopefully other novices will be able to learn from what they see.

The idea came to me when, having put in a lot of time and work on a program about which I was very proud, I realised that nobody beyond my family and friends would ever see what I'd done. I feel that there are numerous others in the same situation. Perhaps the members of the youth club would be encouraged if they felt that their work was going to be seen by other people?

If any readers are interested, the mag is £1.00 (50p if they supply the disk).

Stephen Dark, 3 Sandhurst Road, Yeovil, Somerset, BA20 2LG

Wonderful! This is what Q&A is all about: the exchange of ideas between readers, giving mutual encouragement and advice. Stephen even enclosed a complimentary disk for Anne's youth club, and it certainly appears packed with interesting Basic bits and bobs. As it's only a launch issue it still needs some input from other programmers before it will be complete. If you're interested, why not drop him a line at the above address.

GHOSTED MENUS

I would like to learn Basic programming but, at one point, as I was working through the manual that came with my A500, I was told to go to a menu and select 'Open'. When I tried to do this, Open wouldn't highlight, it was ghosted. How do I get rid of this?

Sarah Binder, Thorpe Bay

Ghosting is when text or a menu option appears to be dimmer than usual. As you're probably aware, this is the Amiga's way of telling you that a menu option is not available, or that a window hasn't been selected.

There are a number of reasons why this could occur; the option may not be implemented yet, for example. In some pre-release programs, the menu options appear so that you can see that they exist, but the bit of the program that responds to that option has not yet been written. This often occurs in demos.

Alternatively, a menu option may be dependent upon another part of the program being activated. For example, an option to play a sample would not become active until a sample has been loaded.

The third and most common reason for ghosting, is that the window of which the menu options are a part, has not been activated. Usually all you need to do, is position the mouse pointer anywhere within the window and click the left mouse-button. Sometimes the window cannot be activated until another program which is currently running, has been stopped. I suspect that this is the problem in your case.

Go up to the 'Run' menu at the top of the screen. If you can, select STOP to interrupt whatever program was currently running. You should then be able to select 'Open' as usual, although you may need to select 'Show List' and 'Show Output' to reset the screen display so that you can continue working.

HARD FACTS

Having seen an advert in August's CU for hard drives, I thought I'd write to ask exactly what they are. As you can buy 40mb models, does this allow you to store 40mb permanently or just until you switch the power off. How do you select which bit of information you want to access? What sort of software applications are best suited to hard drives?

Linda Rose, Colworth.

It's basically a very large capacity floppy drive that reads and writes incredibly quickly. You can't change the disks, and they're infinitely more delicate than a floppy disk, but offer much higher performance in every respect.

Information can be accessed in the same way as that stored on a normal disk, but for convenience most programs are stored with icons so that they can be loaded from Workbench. The information is not volatile and stays there when you turn the power off.

Whilst most applications and many games can be stored on hard drive, those which derive the greatest benefit are the ones that involve lots of disk swapping or long loading times.

A hard drive is like a car: you don't mind not owning one until you buy your first. After that, you can't live without it!

STAR GAZING

Seven years ago I owned a C64 program called *Starfinder* which allowed you to select a star or planet and find out where they would be at a given date. Did anyone ever produce the same program for the Amiga?

D.Wallace, Condorrat.

Although I've not encountered a program called *Starfinder* on the Amiga, there's an excellent one called *Distant Suns* (made by the programmers of *Vista Pro*), which is considerably more sophisticated. Not only can you find out about the locations of any celestial bodies on a given date, you can view the sky from any location and altitude, at any time of the day looking in any direction. Information can be accessed on any of the known stars, planets and even solar systems.

The program can move the stars around the sky in real-time, printing the location of stars at different times of day. In fact, *Distant Suns* is powerful enough that professional astronomers would find it useful, yet simple enough for ordinary people to enjoy.

For more details, contact HB Marketing on 0753 686000.

POWERPACKER POSER

I've crunched all of my IFF pictures using *Powerpacker Pro*, but when I try to load them back into *D-Paint* I receive the message 'Can't load picture, not an IFF file'. I think that crunching IFF files transforms them into something else.

I put the *Powerpacker* library into the *D-Paint* libs directory, and copied pp.prefs to the S directory, what have I done wrong? How do I convert them back? Have I lost my pics? What CAN you crunch safely?

Tommy Martin, Corby.

You are, of course, right in your assumption that crunching IFF files converts them into something else. It converts them into compressed files which require the *Powerpacker* library to de-compress them. Unfortunately, the first thing that *D-Paint* does when you try to load a picture, is look at the information section at the start of the IFF file. This contains details about the picture's size, number of colours and screen format, as well as stencil and colour range information.

Naturally *Powerpacked* files do not contain this information in the same format, although it's still present. *Powerpacked* files start with a header that tells the computer that they have indeed been compressed.

Compressed pictures can still be viewed using a utility called *PPshow*, a picture viewer which comes as part of the *Powerpacker* suite of programs.

To be honest, *Powerpacker* was never designed for compressing data files that you're still working on. It's main use is for compression of finished data and programs so that valuable disk-space doesn't have to be wasted.

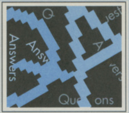
If you want to recover your picture files, turn off the Auto-Recrunch option from the *Powerpacker Pro* prefs menu, and reload your screens into it. They will be restored to their original format and you can save them for later alteration in *D-Paint*. If you prefer to keep them packed for use as part of a slideshow perhaps, you can buy *PPShow* from Seventeen Bit PD. Phone for details on 0924 366982.

KICKSTARTING MEMORY UPGRADES

I own a 1.2 Amiga with 1 megabyte of memory and I was thinking of upgrading it to two megs. Do I have to have a 1.3 kickstart fitted? There seems to be something of a difference of opinion.

Karl Perkins, Barry.

➤



I have to say, you're not the only one who's confused by this 1.2/1.3 memory upgrade situation. I think that although it is possible to manufacture a 1.5 or even 2 meg upgrade which is compatible with an Amiga running Kickstart 1.2, most boards are not. I suggest that you call your local hardware store and check before you buy.

Two candidates that you might consider are the ICD Adram from Silica Systems on 081 309 1111, and the Power Computing board on 0234 843388.

HARD DRIVE RAM INTRUDERS

I've recently bought a GVP hard drive for my 1 meg A500, and, when I auto-boot the drive, directories are created in Ram which don't appear to have anything in them, yet they take up memory. This reduction seems to interfere with *D-Paint III* because I've experienced many crashes since I've been running it from the hard drive. Is whatever the drive puts in Ram needed, or can it be removed from the startup-sequence? When I try to delete the directories from Ram, I receive a message warning me that they're in use.

On another matter, how do you get the multi-coloured fonts to work on *D-Paint*.? I ran the ABC icon before running *D-Paint*, and when I load a font the package asks if I want to use the font's palette, yet nothing appears when I type on screen.

Finally, when will *D-Paint IV* be available, and are Electronic Arts offering reduced price upgrades again? I returned my registration card but they probably didn't receive it. Could you supply me with EA's address?
Philip Armstrong - Forrestfield, Western Australia

The three directories to which you refer, are ENV, T and CLIPS. They are potentially very important to the system, although they're not used very often. T is the equivalent to the T directory on a normal Workbench disk, and is used as temporary work space by some programs. Env stands for Environment and is used to store environment variables. Clips (clipboards) is an area where data can be stored for use by two or more programs, ie an art package and Desk Top Publishing software.

The directories are set up and assigned in StartupII using the following commands;

```
MAKEDIR RAM:T
ASSIGN T: RAM:T
MAKEDIR RAM:ENV
ASSIGN:ENV RAM:ENV
MAKEDIR RAM:CLIP-
BOARDS
ASSIGN CLIPS: RAM:CLIP-
BOARDS
```

Provided you create an ENV: directory on your hard disk, I can see no reason why you can't delete the above lines and reassign the directories in StartupII as follows;

```
ASSIGN T: DH0:T
ASSIGN ENV: DH0:ENV
ASSIGN CLIPS:
DH0:Devs/Clipboards
```

This will then force the computer to use your hard drive as a working area instead of memory.

As for your font query, I've tried running *Colourfonts* (the ABC icon) from my GVP hard drive using *D-Paint III*, and everything works perfectly even on a 1 meg machine. Judging by the fact that your version of *D-Paint* actually asks if you want to use the font's palette, I can only assume that the fonts themselves must be faulty. Having said that, I'm using the same system configuration as you, including the StartupII assigns, and my computer doesn't crash when I use *D-Paint III*, so maybe the program itself is faulty.

***D-Paint IV* is now available priced £89.95. A variety of upgrades are available to all previous *D-Paint* owners. For more details write to Electronic Arts at 11-49 Station Road, Langley Business Centre, Langley, Berks, SL3 8YN. Tel (0753) 549442.**

You'll definitely need more than a meg of memory if you want to use *D-Paint IV* from a hard drive. Although it will load, you're severely restricted as to the number of colours you can use.

AWARD MAKING

In your Money Spinner article in the August issue, you mentioned a program called *Award Maker* from Baudville and available from HBM. Unfortunately, the number you gave was incorrect. What's their proper number please?
B. Gould, New Duston.

Oooops! HBM can be phoned on 0753 686000.

MENU MASTER-CLASS

I've noticed that recently many Public Domain catalogue disks and magazine cover-mounts now use a standardised loading system and menu screen. Once these disks have loaded, the menu screen shows a row of function keys on the left with their relevant choices on the right.

How is this type of disk actually created? Is there a special program (either commercial or public domain) which may be used? If so, where may I obtain one and how much will it cost?

I'm interested in creating a game hints disk and therefore any advice that you can give will surely be invaluable.
Stuart Hardy, Wales, Sheffield.

The program you're referring to is called *Get Set Go!* It was written by Mark Everingham who can be contacted at 17 Collingwood Road, Redland, Bristol, BS6 6PD. It uses a script to specify the contents of a menu and the results of a function-key press. It's very easy to use and I'm sure that Mark would let you have a copy if you wrote to him.

Alternately, you can buy a program called *Intuimenu III* from Amiganuts Licenceware. This program is extremely flexible and picks up where *Get Set Go!* leaves off. Write to: Amiganuts at 169 Dale Valley Road, Hollybrook, Southampton, SO1 6QX.

EMULATORS

For some time I've been thinking of buying *Spectrum Emulator V1.2* with over 40 games for £1.25 from Virus Free PD. Since then, I've seen both ST and C64 emulators advertised for the Amiga at the same price or cheaper. Could you tell me if it's worth buying any of these emulators and if it's possible to have two or more of them linked to my Amiga at the same time?
Vikash Paw, Wellingborough.

Like you, I was extremely interested to note the existence of the *Spectrum Emulator*, and looked forward to receiving it with interest. When it finally arrived, I was extremely disappointed because, basically, it was crap. The emulator allows you to load a variety of Spectrum games from disk, but they all ran so slowly that the graphics actually spilt into pieces as characters were moved around the screen. There also seems to be some legal controversy concerning the Spectrum Emulator pack that you've

described ecause the games that are supplied with it are pirate copies for which copyright permission was never given. Stay well clear.

On the subject of the *C64 emulator*, I saw one recently, but it requires additional hardware costing $25 (plus $3 Post and packing) which can only be ordered from Questronix, PO Box 340285, Hartford, CT, United States of America. Tel: 0101 06134-0285. I can't vouch for how well it works I'm afraid. But Questronix describe it as a complete C64 upgrade system capable of running most 64 programs.

All of the 64 and Spectrum emulators offered as Public Domain require some form of hardware, and the PD companies are only offering what is essentially a demo.

Ironically, the *ST Emulator* which I'd have thought would be the hardest to implement, requires no hardware at all. In operation in can be used to run any ST software that runs from Gem. I tried it with a number of programs and they all worked perfectly. Sadly, the way it works means that most ST games won't run, but applications software should be no problem. Incidentally, it requires a meg to run, but I wouldn't really recommend using it with less than 1.5 megs.

All of the emulators I've seen totally take over the Amiga, so I don't think that you'd be able to run more than one at a time.

READ/WRITE ERRORS

I'm a poor student who's only just purchased my Amiga. As I'm still a beginner, I became distraught when, trying to load a football management sim, I was confronted by the message 'Volume Blank has a read/write error'.

I struggled through the manual and found out about the *Disk Doctor* program, which I loaded from CLI. I was was told that there was a hard error on track 18, with the recommendation that I copy the disk then reformat it. I tried to copy it but received the message 'Unable to read source disk'.

Have I got a virus? Is the disk ruined? Can I recover the program? Please help as I can't afford to buy the program again.

Terry Appleton, Hastings.

If I were in your position, I'd return the disk to the shop where I bought it because a hard error means that the actual surface of the disk has been damaged in some way. If you could copy the disk using a program such as *D-Copy* or *X-copy*, you could attempt to repair it using disk doctor, but as you apparently don't own these programs, I would suggest that it's the manufacturer's problem if their disks are sub-standard.

Incidentally, although some viruses can produce read/write errors, this is not one of those occasions.

ANY PROBLEMS?

If you have any questions of a remotely technical nature, we will do our best to answer them. If you have any tips, or can offer advice in response to a previous letter, then your expertise could win you a CU subscription. Send your letters to: Q&A, CU Amiga, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

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If so, please send a sample of your work with a covering letter to Steve James, CU Amiga, Priory Court, 30-32 Farringdon Lane, EC1R 3AU. No telephone enquiries, please

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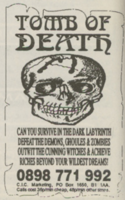
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HELPLINE

ENQUIRIES

B.A.T.

I've had enough! Does anyone know a way to get out of the Mobytrack? I've been there for ages. If anyone has a map or a useful clue I sure would be grateful. Also, the-not-so friendly guy who guards the Criso Kortakis building won't let me in. What the @*&+ am I supposed to do? Has anyone met Sloan, or doesn't he exist?

Pal Nygard, S1

TOKI

Please can anyone give me a cheat for this globule spitting hairy ape game? I can't get past the big monster. A tip for *Ghostbusters 2* would be nice, too, as I can't get to the bottom of the shaft..

Tristan Dale, S2

BLOOD MONEY

Can anyone supply me with a cheat for this excellent game? Infinite lives would be excellent!

Shome Taylor, S3

SORCERER

I'm stuck. I have entered all possible rooms, I've drunk the potion and I'm wearing the amulet, but I can't get the combination to the trunk. How do I get out and to the village? has anyone managed a score more than 40?

Maxine Chapman, S4

SWORD OF SODAN

Please tell me how to get past the shots that touch me and my beasts without losing any energy. I would kill myself, but the shots do it for me! Please help!

Frederic Hoelt, S5

CADAVER

I'm stuck on level one and I don't know where to find the king's crown. What do I do with it when I've found it? Come to think of it the dragon's a bit of a problem too. Has anyone got a cheat?

Mario Antonio, S6

THE SECRET OF MONKEY ISLAND

I've got a little problem with this game since I can't find anything of 'spiritual' value to give to the cannibals. I also wondered if it was a good idea to sink my own ship? Please HELP!

Vegand Vavik, S7

S.W.I.V.

Has anyone got a cheat for infinite lives? I can't get past 30%

Mat West, S8

SHADOW OF THE BEAST 2

Can anyone please tell me the password for this game as I've been trying to find it for ages?

Claire Dinham, S9

RODLAND

Has anyone got a cheat for this platform romp? I can't get past level 25 and I'd like to skip levels.

N. Saunders, S10

GRAND MASTER SLAM

On a good day I can get into the second division, but I can't win a match - even against the imp! Has anyone got a cheat or a tip for this mega hard game?

Daniel Kirby, S11

ALIEN BREED

This game is really awesome, but just a bit too difficult for me. I've got no problem offing the assorted uglies in the game, but when I activate the self-destruct device on each level I can never reach the exit on time.

Sharon Collard, S12

GOLD OF THE AZTECS

If you think Gods is hard try this! I've never seen a cheat anywhere for this game so please will someone help me before I crack up!

David Sight S13

NIGHTBREED(THEMOVIE)

Please help me out on this horror show game, because I'm going batty.

David McClymant, S14

ESCAPE FROM COLDITZ

I recently purchased a copy of this game, but I always get captured by the Germans. Has anyone got a cheat for it?

Sean Moran, S15

OBLITERATOR

Has anyone got a map or a cheat for this game? Infinite lives or ammo would be greatly appreciated as obliteration is very hard to avoid when death's always on your back.

Kieron Farrar, S16

IVANHOE

Does anyone know a cheat for the heroic game *IvanHoe*? I have nearly finished the game but can not get any further than the spinning monster in the town.

Ian Hill, S17

WRATH OF THE DEMON

Can you help me out there in Amiga land? The demons are forever closing in on me and I really need some divine help. Infinite lives on the underground section would be invaluable.

Stuart Pace, S18

STORMLORD

I really enjoy this game, but I'm stuck on the second level. Can anyone give me tips to get any further?

Samantha Simmons, S19

MOONWALKER

Please can someone help me with this game? I'm really stuck on the second level where the motorbike turns into a car. Please give me a tip to get further.

Neil Gulley, S20

ALTERED BEAST

I desperately need a cheat for this arcade game. Any help at all will be greatly appreciated.

Pam Evans, S21

RESPONSES

JAMES POND

Type in JUNKYARD and hit Return whilst playing the game. Now Return toggles it on/off and D makes the locks disappear from the mission pipes.

Paul Bilbao, Norwich

SHADOW DANCER

To get infinite credits on this game pause it and type in GIVE ME INFINITY (Return) and you will receive the desired.

Mike Smart, Cork

CRYSTALS OF ABOREA

To get full life points and all the special abilities simply choose Jerel and click on the bottles icon. Then press Ctrl and V.

Mark Lamont, Woolsy

KICK OFF 2

During penalties keep pressing R and

you will see where the player is going to kick the ball to.
Shaun Wild, Ireland

D.T.'S OLYMPIC CHALLENGE

Type in HINGSEN.J. Now you can choose the events with the F keys.
Simon Gould, Barnsley

CAR-VUP

Type in PUSSYCAT for an extra life, BARMY CAR for an extra 10000 points, WOOAARRGGH for faster turning and WHOOPSIE to skip a level.
Bill Tilsley, Shannon

RAINBOW ISLANDS

On the screen where the rainbow appears type the following codes very fast. BLRBLSBR – extra speed, RJSBJSBR – double ammo, SSSLLRRS – speed bullet and SJBLRJSR – slow opponents down. The QWERTY cheat is good, but try it with the fire button held down as well!
Neil Tracy, Windsor

BAAL

Type in LOVEBUNDLE on the high score table.
Nicholas Ribb, Sutherland

TOYOTA CELICA RALLY

At the beginning of the race press Ctrl and C to stop the timer.

PRINCE OF PERSIA

Press Caps Lock and L for level skip.

IVANHOE

Pause the game and type ZOMBINETTE. Press N for level skip.
Lisa Hall, Reading

SUPERCARS

Type in one of these codes for as your name:
RICH – gives you 50000 credits.
ODIE – level 2
BIGC – level 3
Sherriar Jahangir, Lovel

TORVAK THE WARRIOR

Type in CHEAT on the high score table. When the game loads, hold down the number which corresponds to the level. For individual levels hold down the fire button and the number on the relevant numeric key-pad.
Andrew Wright, London

TOTAL RECALL

Type in LISTEN TO THE WHALES on the high score table for infinite lives, or JIMMY HENDRIX when you drive the taxi for infinite energy.
Espen Skog, Mars?

DAYS OF THUNDER

Pause game and type COMEFLYWITHME. This will let you...fly!
John Amber, Hull

HAMMERFIST

On the high score table type TAEHC OTTNAW I and then use F7 to skip between levels.
Tom Lispington, Dulwich

INTERPHASE

At any time during flight type in Fenny. As soon as you've finished typing it you are taken into view mode which allows you to cycle through all the aliens in the game, You are also given mouse control over the figures to rotate and zoom in and out. To go to the next object hit the righthand-button.
Kyle Abbot, Kent

NINJA WARRIORS

During the game press Caps Lock and type in one of the cheat codes and press C.-L. again. SNOW WHITE, KYLIE and HAL for infinite shuriekens. You can also type in as many of these cheats as you like, but Caps Lock must be turned on before each one and off afterwards. THE TERMINATOR – makes body parts explode, MONTY PYTHON – makes enemies walk on backwards, MAY THE FORCE BE WITH YOU – gives infinite energy.
Stephen Penbrooke, Southampton

HOW TO USE THE HELPLINE

IT'S EASY. Just send in your letter, marking your envelope with the appropriate code number if you are sending a response or mark it 'Enquiry' if you need some help. Post your letters to : **Play to Win Helpline, CU AMIGA, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU**. If you are making an enquiry include a few lines explaining why you need a poke, cheat, help etc.

If you are replying to any of these enquiries, don't forget to mark your letter with the reference code for the person you are responding to. If you send in more than one enquiry, please put each one on a *separate* sheet of paper. If you send in a response but have an enquiry too include them on separate sheets. That way we can file everything in neat alphabetical order.

CHASE HQ

As the title screen appears start tapping at high speed until loading has finished. Your car has a top speed of 1000 km/h! Hold down joystick, fire button and the left mouse button simultaneously and type GROWLER to activate cheat mode press T during play to reset clock.
Gary Weiss, Moreland

ELF

Type in Choropoo during play for 99 pets.
Daniel Claus, Maryland, USA

BARBARIAN

All you've got to do is turn around and walk backwards. You'll lose energy, but not as much compared with trying to battle forwards.
Jeff Longthorn, Scotland

INTERCEPTOR

When you've destroyed the attacking planes, fly as close and low as possible (thrust 50%) and drop the rescue pod by pressing Ctrl D at the same time. The computer will tell you if you dropped the pod in range of the pilot.
Bloemen Wim, Slough

RAILROAD TYCOON

Try holding down SHIFT+Y for lots of money (stop at 32,000,000).
Chris Phillips, Surrey

FULL CONTACT

In single player mode type in QAZWEDCRFVTGBYHNUUM but don't press S. Your opponent now keel over and die.
Sasha Boolwight, Essex

CHUCK ROCK

Ungabunga! Type in TURN FRAME LEE for level 1 selection.
Robert Murray, Cambridge

METAL MASTERS

Press F4 to turn off the enemy's automatic mode so that he is rendered immobile. You can now walk up to him and rearrange his interface!
Simon Davies, Liverpool

LINE OF FIRE

When the game loads up press help for a secret message then type WHAT A BUMMER for infinite credits and use the number keys to skip levels.
Katie Scatter, Moreland

WINGS OF FURY

Start the game and type in COLIN WAS HERE then press P for an extra life, C to change weapons, M for infinite weapons, D for immunity and F for fuel.
Carl Bond, London

OPERATION THUNDERBOLT

Enter your high score as Wigan Ninja and now you can use F7 to skip levels.
Dave Smith, London

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JAZZ
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-HIP-HOP-
and emotional music sequences pitch rhythmic singing printed any seq harmo

Mat Broomfield continues his three-part tutorial to MED, the superb PD music package.

ADDING EXTRA BLOCKS

Obviously our tune would be pretty dull if it only played one note at a time, so before we move onto the next block, we're going to load another instrument. Click on Files which will take us back to the file requester where we loaded our first instrument. Using the left-hand mouse button, click once on the second digit of the instrument number (in the status bar). The number should change from 1 to 2 indicating that instrument 2 is now selected. As this second instrument isn't actually loaded, you won't hear any sound if you try to play the notes – so let's put that right. Select Strings2 from the files window. If it isn't visible, use the up/down arrows to scroll through until it is. Click on Instr to load it.

BLOCKING TACTICS

Before we can go any further, we need more space to work in. It's time to add an extra block.

Select Block from the control menu to call up the block editing options. At the bottom-left of the block menu you will see the New Block option. Click it to add an extra block. The new one will only have sixteen lines for you to enter notes in, so increase this to 64 before you go any further. Each time you need a new one, simply click on Add Block.

To access the next block, look at the pair of three digit numbers in the status bar. Move the pointer over the last digit of the first number and click once with the left mouse button. The number should change to 1 indicating that block is available for editing.

You may sometimes want a note to play for more than one line. Simply enter the note then leave as many lines blank as you want it to play for; this will cause the note to sustain. However, certain instruments, such as drums, cannot be sustained for very long because they have naturally abrupt sounds. When you're typing in the examples, a hyphen (-) means leave that position blank.

MED provides an easy way to do this *en masse*. If you click on Edit from the control menu, you will see an option called Space (SPC). This number represents the number of lines that MED will skip each time you enter a note. You can change this number to anything you like by deleting the existing value and entering a new one. The default is 2, and, because that's what we're going to use, leave it as it is for now. To activate Space click on SP from the status bar so that the letters SP are highlighted.

ADDING EXTRA TRACKS

Position the outline cursor in position 000 of the block editing window. Use the mouse cursor to select instrument 1. To do this, point at the second digit of the instrument Number and press the right mouse button. This will take you to the previous instrument, which should be Bass. Make sure that octaves 1 and 2 are still selected (press F1 if you're not sure), and enter the following notes; W - W - W - W - R - R - R - R - Q - Q - Q - Q - Q - Q - Q - Q - 3 - 3 - 3 - 3 - 3 - 3 - 3 - 3 - Q - Q - Q - Q - T - T - T - T -

If you entered the notes correctly, and your block was properly set at 64 lines, your cursor should now be back at line 000 where you started from. You have now completely filled all available lines of that track.

I hope you noticed, when you were entering the above notes, that every other one was a blank space (denoted by a hyphen). Because Space is switched on, you shouldn't have needed to manually insert the spaces. However, if Space was not turned on, you could have added your own spaces by pressing the down arrow on the keyboard once in between each note.

Using the cursor (arrow) keys on the keyboard, move the outline cursor across to position 000 of the second track. Your cursor should be about a third of the way across the screen, and it should contain three hyphens (- - -).

LOST IN SPACE

In the following examples, rather than actually print a hyphen each time, you should leave a blank line. You'll see a number in brackets telling you how many lines to leave blank. Therefore, if you encounter the following - E [3] - it means press the E key , then leave 3 blank lines. Remember, if SP is selected, you will automatically skip two lines at a time, so you may prefer to switch it off when you're entering some of the spaces. Single line spaces will still be shown as a hyphen. Now select instrument 2 and enter the following notes: R [7] R [7] E [15] 3 [15] T [7] T [7]

When you've entered those notes (and lots of spaces!) you should again be at line 000. Move the outline cursor across to track 3 and type: Y [7] Y [7] T [15] T [15] I [7] 7 [7]

Finally, move to track 4 and type:
O [7] I [7] I [15] 7 [15] 0 [7] O [7]

You've now created a block that contains four tracks of music. Because the Amiga is capable of producing music in stereo, tracks 2 and 3 play through one side, and tracks 1 and 4 play through the other. This is only noticeable if you are playing the music through a stereo amplifier of some sort.

Click on Play from the control menu, and select Play Block to listen to the block you've just created.

Next month, we'll print the final part of Mat's tutorial, complete with detailed instructions to enter your own tune.

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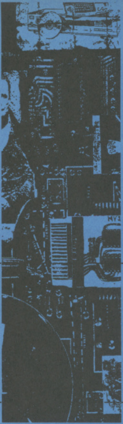

The Godfather™

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inside information

What's hot and what's rot? Who's climbing the charts and which products have sunk into oblivion? Games, applications and peripherals, they're all given the CU treatment in Inside Information. . .

EVERYTHING YOU WANTED TO KNOW... ABOUT DEMOS

Nine years ago we saw the launch of the Commodore 64, a micro equipped with full hardware sprites and scrolling and a very powerful sound chip. This led to a surge of amateur hackers trying to make their machines perform effects most programmers would find impossible. For many years the C64 was the demo writers dream. Then came the 16-bit Amiga, also from Commodore, with its hardware sprites and scrolling and a new added feature, the Blitter. The Amiga started life as a very expensive business machine, much the same as any newly released personal computer.

After a time the Amiga was re-boxed and sold as a games machine. Those C64 users couldn't believe their eyes, or credit repayments, and quickly learned to program the Amiga and all its snazzy hardware chips. To date, thousands of demos have been released and each week a new batch become available each week.

Unfortunately, not all demo writers are of outstanding ability but a few fall into a category that surpasses many other programmers. They have the ingenuity to push the Amiga up to, and beyond, the normal limits and therefore constantly push the envelope, redefine the state-of-the-art and do lots of other impressive-sounding stuff. Many game programmers take the view that a demo developer would never be able to write a full-blown game. A few demo coders have broken this mould and started to produce arcade quality games with the backing of 17 Bit Software. Already they have launched the critically-acclaimed *Full Contact* and *Alien Breed*. Another couple of tasty treats are to be released shortly, too. With respected demo masters like Tobias Richter, Allister Brimble and Rico Holmes, Team 17 will probably become one of the top software producers in Europe, nay, the world. We wish them well. . .

HOW THE SPECIAL VISUAL EFFECTS ARE PRODUCED

VECTORS

A complicated maths formula that enables you to visualise 3D images on your 2D screen. Because of the complex mathematics that are performed to achieve this effect, the Amiga has little time left to actually display the finished objects. This is a problem that effects all computers, so, it's the task of the programmer to make the program run as fast as possible. The idea is to draw loads of objects on the screen using a fast line and fill routine.

RAY-TRACED

Based around the same idea and maths of Vectors but the finished objects are then given a surface that has a texture and light-source. The effect gives life-like 3D objects. Usually!

PLASMA

More meaty mathematics used to move colour around the screen to give a dazzling ever-changing flow of colour. Producing this effect isn't the problem, but making the Amiga change each pixel on the screen to adifferent colour certainly is!.

TOP TEN DEMOS

1 Manged (Italian Badboys)
Full of extremely well-drawn Japanese animations along similar lines to the famous futuristic Far Eastern cartoons like Akira and Robotech. Accompanied by some weird Techno-sound music. This simply has to be a 'must have' purchase from your stockist.

2 Can't Be (Vision)
Drawings of faces and a nice 3D scrolling message in the same fashion as the Star Wars movie scrolling text. Furthermore, it incorporates a new weird technique they called burning vectors and some nice music that's supposed to be converted from the good old C64.

3 Thousand Wasted Dreams (Panic) A topical vector demo featuring cubes, space ships and some other strange objects. These all employ lightsource and transformation routines to give a very professional effect.

4 Infinite Dreams (Paradise) Another selection of vectors with some rather nice copper vectors, plasma vectors, RGB plasma and a final part that has a plasma hand in a tank of water with some cute fishes swimming around it. Surreal, baby.

5 Vectos (DMOB)
If you have never seen or heard a DMOB demo before it normally comes with a very peppy tune to keep your toes tapping whilst watching some very fast vectors float, whiz and crash around the screen. Not surprisingly, this is nothing different with lightsourced and stencilled vectors.

6 Terminator 2 (Cult) For all those T2 fans out there, this one's for you! Cult's latest demo has a digitised sequence of our tough Terminator walking around a bar scanning people for his perfect matching size. He then throws them about, sticks some sharp objects into their bodies, takes somebody's clothes, steals a Harley Davidson motorbike and finally becomes that cute and friendly man of death everybody knows and loves. The demo also includes the throbbing soundtrack from the film.

7 RAW (Plague) Nothing really special about this one, a few nice lightsourced vectors that will keep you watching for a couple of hours and some average music. Still, compared with other demos around, this is better than most. Worth having in your collection and, at only a couple of quid, you shouldn't really complain.

8 Nakkisormi (Bloodsuckers) A four-colour collection of excellent ray-traced animations that probably took a good couple of months to render and compile. Includes logos, spaceships and some attractive mirrored balls.

9 Chaos (Firecrew) Loads of vectors and scrolling messages including a section where the screen is filled with a maze and the scrolling messages slowly work their way around it to finally escape.

10 Simple Minds (Vox Dei) Yet another fast rolling vector demo that will keep your eyes fixed on the screen thanks to a few good techniques, including some Hires plasmas, copper vectors, 3D scrolling messages and a buzzing piece of music to keep you awake in the early hours of the morning.

TOP 100 AMIGA GAMES

★★★★★ supreme ★★★★ excellent ★★★ good ★★ fair ★ dodgy

1 Kick Off II: Return To Europe (Anco) £7.99 ★★★
2 Final Fight (U.S. Gold) £25.99 ★★★
3 Lotus II (Gremlin) £25.99 ★★★★★
4 Head Over Heels (Hit Squad) £7.99 ★★★★★
5 Alien Breed (Team 17) £24.99 ★★★★
6 Terminator II (Ocean)£25.99 ★★
7 Jimmy White's Whirlwind Snooker (Virgin) £29.99 ★★★★★
8 Bubble Bobble (Hit Squad) £7.99 ★★★
9 Mega-Lo-Mania (Mirrorsoft) £30.99 ★★★★★
10 Shadow Of The Beast (Sizzlers) £7.99 ★★★
11 Rugby The World Cup (Domark) £24.99 ★★★
12 Utopia (Gremlin) £29.99 ★★★★★
13 TV Sports Football (Mirror Image) £9.99 ★★★★
14 Magic Pockets (Renegade) £25.99 ★★
15 Silent Service II (Microprose) £34.99 ★★★
16 Dragon Ninja (Hit Squad) £7.99 ★
17 Full Contact (Team 17) £9.99 ★★★
18 Turrican (Kixx) £9.99 ★★★
19 Altered Beast (Hit Squad) £7.99 ★
20 Populous (Star Performers) £10.99 ★★★★★
21 Cruise For A Corpse (U.S. Gold) £27.99 ★★★★
22 New Zealand Story (Hit Squad) £7.99 ★★★★
23 Flight Of The Intruder (Mirrorsoft) £34.99 ★★★★
24 Wacky Races (HiTec) £7.99 ★
25 PGA Tour Golf (EA) £25.99 ★★★★★
26 Lombard RAC Rally (Hit Squad) £7.99 ★
27 Power Drift (Hit Squad) £7.99 ★★
28 Batman: The Movie (Hit Squad) £7.99 ★★★★
29 Fantasy World Dizzy (Codemasters) £6.99 ★★
30 Pro Boxing (Codemasters) £7.99 ★
31 Last Ninja III (System 3) £25.99 ★★★
32 Supercars (GBH) £7.99 ★★
33 Scooby-Doo And Scrappy-Doo (HiTec) £7.99 ★
34 Man Utd. Europe (Krisalis) £25.99 ★★★
35 North And South (DI) £7.99 ★★
36 Monkey Island (U.S. Gold) £29.99 ★★★★★
37 Rainbow Collection (Ocean) £19.99 ★★★★★
38 Defender Of The Crown (Mirror Image) £9.99 ★
39 Championship Run (Zeppelin) £7.99) ★
40 Heroes Of The Lance (Kixx) £7.99 ★★★
41 Flames Of Freedom (Microprose) £34.99 ★★★★★
42 Little Puff (Codemasters) £6.99 ★
43 Cabal (Hit Squad) £7.99 ★★★
44 Treasure Island Dizzy (Codemasters) £4.99 ★★★
45 Ninja Rabbits (Micro Value) £6.99 ★★
46 Xenon II (Mirror Image) £9.99 ★★★
47 Lemmings (Psygnosis) £25.99 ★★★★★
48 Ghostbusters II (Hit Squad) £7.99 ★★
49 F-15 II (Microprose) £29.99 ★★★★★
50 Outrun Europa (U.S. Gold) £25.99 ★★
51 Indiana Jones And The Last Crusade (Kixx) £9.99 ★
52 Thunderhawk (Core) £30.99 ★★★★★
53 Hunter (Activision) £29.99 ★★★★★
54 Steve Davis Snooker (Blue Ribbon) £9.99 ★★
55 Eye Of The Beholder (U.S. Gold) £30.99 ★★★★★
56 The Games: Summer Edition (Kixx) £7.99 ★★★
57 Shinobi (Mastertronic) £7.99 ★
58 Footballer Of The Year 2 (GBH) £7.99 ★
59 Miami Chase (Codemasters) £7.99 ★
60 Impossamole (GBH) £7.99 ★★
61 Conqueror (Kixx) £7.99 ★★★★
62 ATF (Action 16)) £259
63 3D Pool (Mirror Image) £9.99 ★
64 Mean Machine (Codemasters) £7.99 ★
65 Last Ninja II (Hit Squad) £7.99 ★★
66 Fast Food (Codemasters) £7.99 ★★
67 Blood Money (Sizzlers) £7.99 ★★★★★
68 Iron Lord (Action 16) £9.99 ★★★★
69 Kick Off II: Winning Tactics (Anco) £12.99 ★★★
70 Robin Hood (Millenium) £25.99 ★★★
71 Elf (Ocean) £24.99 ★★★
72 Magnetic Scrolls (Virgin) £29.99 ★★★★
73 World Class Leaderboard (Kixx) £7.99 ★★★★
74 Run The Gauntlet (Hit Squad) £7.99 ★
75 Turbo Outrun (Kixx) £7.99 ★★
76 Kick Off II (Anco) £24.99 ★★★★★
77 Titanic Blinky (Zeppelin) £7.99 ★
78 King Of Chicago (Mirror Image) £9.99 ★
79 Striker Manager (D&H) £24.99 ★★
80 Dungeons'N'Everything (Atlantis) £6.99 ★
81 FOFT (GBH) £9.99 ★★
82 Rodland (Storm) £25.99 ★★★★
83 R-Type (Hit Squad) £7.99 ★★★
84 Football Director II (D&H) £24.99 ★★
85 Beach Volley (Hit Squad) £7.99 ★★
86 Rocket Ranger (Mirror Image) £9.99 ★★★
87 Sinbad (Mirror Image) £9.99 ★
88 Red Heat (Hit Squad) £7.99 ★
89 Kick Off II: Final Whistle (Anco) £12.99 ★★★
90 The Immortal (Star Performers) £10.99 ★★★★
91 Waterloo (Mirror Image) £9.99 ★★★
92 Supercars 2 (Gremlin) £19.99 ★★★
93 California Games (Kixx) £7.99 ★★★
94 Hero Quest (Gremlin) £25.99 ★★★
95 Double Double Bill (Mirrorsoft) £29.99 ★★★★
96 Carrier Command (Mirror Image) £9.99 ★★★
97 1943 (Kixx) £7.99 ★
98 Shadow Sorceror (U.S. Gold) £27.99 ★★★★
99 Populous: Promised Lands (Star Performers) £5.99 ★★★
100 Super League Soccer (Energize) £7.99 ★★

Charts supplied by Gallup, ratings courtesy of the CU AMIGA crew.

GOOD BUDGET BUYS

1 Head Over Heels (Hit Squad)
2 The Immortal (Star Performers)
3 R-Type (Hit Squad)
4 Conqueror (Kixx)
5 New Zealand Story (Hit Squad)
6 IK+ (Hit Squad)
7 Speedball (Mirror Image))
8 Rocket Ranger (Mirror Image)
9 Populous (Star Performers)
10 Xenon II (Mirror Image)

TOP TEN AMIGA PERIPHERALS

1 GVP HD8+ Hard Disk
2 Philips CM8833 Monitor
3 RocGen Genlock
4 GVP HD8 Amiga hard drive
5 Seikosha SP1900 Printer
6 Citizen Swift Printer
7 Digital Sound Studio
8 Zip Stick Joystick
9 ICD Flicker-Free Video
10 Citizen Swift 24-Pin Printer

Charts supplied by Silica Systems (081 309 1111).

Five More Games That Are Still 'Coming Soon'...

1. Bar Games – Accolade
2. The Watchmen – Ocean
3. Barnacle Bill And The Sea Beast – Readysoft
4. Secret Weapons Of The Luftwaffe – Lucasfilm/U.S. Gold
5. Duster – Mirrorsoft

DID YOU KNOW?

• Peter Molyneux, co-founder of Bullfrog and the brains behind *Populous II* and *Powermonger*, is the grandson of a famous architect.

• James Cameron, brilliant director of the block-busting Terminator 2 and Aliens movies, likes video games and respects the people who make 'em-up.

• One of the original Amiga designers, when our fave computer was called Lorraine, now works for the coin-op company that produced the classic Defender, Robotron 2084 and Sinistar.

B.U.G OUT!

Although we at CU can't help but titter at the thought of a Macclesfield Computer Club Disco (snigger!), Britain's many Computer User Groups are booming. One of the oldest, The Birming User Group – B.U.G. for short – celebrated ten years of existence recently, and cracked several tinnies as they recounted the good times and the computers they have known. Founder members of B.U.G included Steve Hough (Secretary), Keith Dutton (Treasurer), Dennis Kinsella (Chairman), and Mark O'Hanlon (Vice Chairman)). Supporting users from the Atari 8-bit machines up to the 16-bits, the B.U.G has a membership of over fifty people now, who they claim range from 6 to 60.

Their meetings take place in the Matador Pub (where else?), in Brimingham's Bull Ring and are held every Thursday at 7:30. However, they are keen to stress that they aren't associated with piracy in any way, a problem often associated with such groups. As well as getting together, the group has special theme evenings regarding the likes of MIDI, DTP, digitising and gaming sessions. In addition, they also offer a full repair service. So, after ten years, we wish the B.U.Ggers all the best for the future.

TOP TEN AERONAUTIC ACTION

1. **Birds of Prey** (*Electronic Arts*)
2. **F15 Strike Eagle II** (*Microprose*)
3. **F29 Retaliator** (*Ocean*)
4. **Thunderhawk** (*Core Design*)
5. **Flight of the Intruder** (*Spectrum Holobyte*)
6. **Their Finest Hour** (*Lucasfilm Games/US Gold*)
7. **Knights of the Sky** (*Microprose*)
8. **F19 Stealth Fighter** (*Microprose*)
9. **MIG-29 Super Fulcrum** (*Domark*)
10. **Gunship** (*Microprose*)

If you think we've left anything out in these lists... tough! Only kidding, send all your informative but informal contributions to Blue Lagoon, CU AMIGA, EMAP Images, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

TOTAL DEDICATION AND A LOT OF DEVOTION

Only the wild American State of California could provide the backdrop for a hi-tech nomad. Steven Roberts is a crazy character who, since 1983, has gradually been customising his odd push-bike with all sorts of gadgetry as he cycles through life's great adventure. The Winnebiko even has a binary handlebar keyboard so he can use his solar-powered computers to write and communicate while riding!

His Journal of Hi-tech Nomadness is a bimonthly collection of travel tales and discussions about the technology that makes it all possible. Probably the world's only magazine fully edited on a computerised bicycle, the Journal brings a 'diverse and stimulating assortment' of road stories, profiles of wizards and strange characters, glimpses of late 20th-century absurdities, ham radio and satellite exploits and the online network and hacker culture.

Winnebiko System Three is the ultimate in gizmology that includes seven networked computers, a satellite earth station, active helmet cooling, 92 watts of solar panels, 80 megabyte hard drive, cellular phone with modem and fax, head mouse and on-board mapping software. This is all very well, but is there room for a lovely sounding bell and tyre puncture kit?

For more information write to: Nomadic Research Labs, PO Box 2390, Santa Cruz, California 95063, USA.

THE WAY WE WERE...

THREE YEARS AGO

• Domark started to convert all those Atari arcade video games like Vindicators, Zybots, Toobin', Dragonspirit and APB. Wonder if Tengen has ever produced a decent coin-op?

• One of the first Amiga games compilation packages appeared courtesy of top software companies Mirrorsoft, Psygnosis and Rainbird. *Triad Volume One* (£29.99) contained the cream of interactive entertainment at the time: *Starglider, Barbarian* and *Defender of the Crown.*

• We all had the first glimpse of a rather strange release, appropriately titled *Weird Dreams*, from the adventurous Rainbird. A specially-adapted version of the game was used on the popular Saturday morning ITV show Motormouth. If only the designers had bothered to add some gameplay to all those fancy graphics?

TWO YEARS AGO

• Faced with the increasing rate of computer crime, an enterprising manufacturer called Homeguard devised an anti-theft device to protect all electrical appliances. Any attempt to steal your beloved Amiga would produce a piercing audio alarm which lasted for 45 seconds.

• System Three was advertising the ace arcade adventure, *Myth*, as actually being available on Amiga. Now that's what we call optimism! Two years later and the game is only just about ready...

• Big games released this month included *Interphase* (Imageworks), *Bomber* (Activision) and *Stormlord* (Hewson). Since that time the big boss of the first company has drowned, the other firm was bought by a French concern and the final outfit went bust.

ONE YEAR AGO

• *Robocop 2* appeared and managed a respectable score of 83% from our intrepid Deputy Dan. It's a pity the movie bombed, really.

• Ubisoft ran that risky Ranx advertisement featuring the seedy cartoon geezer with his hands all over a fiery red head. The naughty French firm was right when it announced: 'Your mother wouldn't Like It!' Any magazine that ran the advert was flooded by an onslaught of abusive letters from, well, a single person actually. That's right, only one sad character got uptight enough to write and complain. Mrs Mary Whitehouse would be proud, eh readers?

• *The Amazing Spiderman* did one percent better than *Robocop 2.* Is this a good omen for the John Carpenter movie out next year? We doubt it.

10 PROGRAMMERS WHO HAVE BEEN AROUND FOR DONKEY'S YEARS...

1. Nick Pelling. Started at Acornsoft before writing and duplicating *Frak!* from his bedroom, and sold thousands of copies in the process. From there, he went on to write *Loopz* for Audiogenic, had a hand in *Days Of Thunder*, before coming full circle to produce an Amiga version of *Frak!*

2. Jeff Minter. Love him or hate him, you can't ignore Minter and whilst his back catalogue varies in quality, the likes of *Revenge Of The Mutant Camels* (available the Amiga via the PD network) and *Gridrunner*, have secured him a place in the software Hall Of Fame, as has *Trip-A-Tron*.

3. Archer Maclean. Archer first came to the forefront of game design with his 8-bit *Stargate* variant, *Dropzone*. Following *Dropzone* he created *International Karate* and its sequel, *IK+*, for System 3, the latter of which took him into the heady world of 16-bit machines. He has recently been on every TV programme from Highway to The Open University plugging his Jimmy White-endorsed Snooker game, and is also in the process of using the same system for a Pool game.

4. Mev Dinc. Mev's humble beginnings started with a spell at Firebird, before moving on to Electric Dreams, where he was roped into producing *Prodigy* and *Big Trouble In Little China*. He was then responsible for the original idea for System 3's *Last Ninja*. With John Twiddy, Mev co-wrote the game which is still regarded as an 8-bit classic today. Mev then went on to Vivid Image who promptly produced *Hammerfist* and *Time Machine* for Activision and, more recently, the brilliant *First Samurai* for Mirrorsoft.

5. Shaun Southern. With the likes of *Lotus* and the two *Supercars* games gracing his CV, Shaun was also responsible for must rate as the first 8-bit budget game actually worth buying – *Kikstart*. He was also one of the first coders to have a crack at Commodore's ill-fated C16 and Plus-4, producing simple but fast blasters, such as *Pod*,to keep the machine's owner busy for weeks.

6. Tony Crowther. Tony's first game, *Loco*, was a fast-paced scrolling blaster, with the player guiding a steam train through numerous deadly levels. Written in two weeks, he went on to write a series of platform games revolving around the eponymous *Blagger* character, before cloning *Loco* for both Gremlin and Quicksilva. Crowther hit the 16-bit scene for six with the stunning sci-fi *Dungeon Master* variant, *Captive*. Since then, he has written *Captain Planet* for Mindscape, and is reusing the *Captive* system for Mindscape's long-awaited *Knightmare* RPG.

7. Raff Cecco. Starting at Mikrogen – home of the *Wally* games – Raff wrote Spectrum and Amstrad versions of a neat little blaster, *Equinox*. From here, he moved to Hewson where he wrote Spectrum versions of *Cybernoid*, a sequel to the aforementioned, and *Exolon*. He then reappeared with Mev Dinc (see above) to produce the graphics for *Time Machine*. His most recent work has been the actual coding for *First Samurai*.

8. Geoff Crammond. With his roots firmly with the BBC Micro, Geoff wrote one of the best 8-bit flight sims ever – *Aviator*. He followed it with the utterly weird but extremely absorbing (literally) *Sentinel*. He made his Amiga debut with Microprose's *Stunt Car Racer*, a playable vector-based racer, especially in its two-player mode. He has since hit the charts again with Microprose's new *Grand Prix* game, and is currently hard at work on another secret project.

9. Mike Singleton. His *The Lords Of Midnight* was a massive step forward in 8-bit game design, and its incredible 32,000 (Almost Identical) viewpoints pushed the Spectrum further than ever. More of the same followed in *Doomdark's Revenge*, before Mike wrotee the first icon-controlled game,*Shadowfire*, for Beyond. After Nexus's *Quake Minus One*, all was quiet on the Singleton front until *Whirligig*. Next, Singleton and his team at Maelstrom Games came up with *Midwinter*, a stunning snowy adventure which was to spawn an even better sequel.

10. Andrew Braybrook. With partner, Steve Turner, Braybrook is one of the most polished game producers ever. Braybrook created a string of instant classics for the C64. *Uridium*, *Gribbly's Day Out*, and *Paradroid* were all instant hits, and Braybrook moved into the 16-bit arena with a conversion of the latter. He produced a near-perfect cpnversion of Rainbow Islands, and is currently engrossed in *Fire And Ice* for Mirrorsoft.

BACKCHAT

SOUND READ

I've been reading your magazine for over a year now and in that time I haven't seen that many Soccer Management style games. Can you please tell me which ones are the best? Thank you for your help. Keep up the fantastic work. Your magazine is the best.

Kenn Sandager, Goldcoast, Australia

Thanks for the praise Kenn, you've made us all blush bright red... or was it that industrial-strength curry we had for lunch? After a quick poll of the team, it seems Tracksuit Manager (D&H Games) and Player Manager (Anco) are the best football management games available at the moment.

Dino Dini is busy writing Player Manager 2, which, sadly, will require one megabyte of memory and an additional disk drive. Among the numerous features planned are: three division leagues with 64 teams, full implementation of Kick Off 2 for the ball-blistering action and the introduction of scouts and the ability to nurture young talent. Player Manager 2 should be released in early 1992.

By the way Kenn, how's Neighbours coming along? We can't believe that crappy cockney accent of Eddie, but at least 'The Twins' liven up the show. Write back to us if you've got any gossip, us Brits are watching episodes from about 18 months ago!

PRICE ATTACK

I'm not very well off and can rarely afford a new full-priced game. So, coming straight to the point, why are games so expensive?

When you see programming teams like the Bitmap Brothers zooming around in their flash cars, you wonder just how much profit they make from us. Okay, so their games are of a very high standard but the point is that people like them can afford to lower the prices of their games.

Are we being ripped off or do software companies have a reason for such outrageous prices? When they continue to sell their games for such amounts, can they really complain about software piracy?

Sam Bourton, York

Yes, of course they can complain about software piracy. Wouldn't you complain if somebody stole your ideas? Anyway, most people who rip off games are sad creatures who would just as happily collect crisp packets to feed their hording addiction.

Sure, games are expensive. However, by the time everybody has taken their slice of the action there's very little left for the programmers. We'd expect to see the Bitmap Brothers travelling on the Docklands Light Railway rather than driving a Lamborgini. Face it Sam, if computer games sold in the same sort of numbers as videos and albums then we would all expect a drop in price...

INSTANT REPLAY

Can you please tell me if the Action Replay Cartridge II from Datel Electronics costs a vast amount of money or not?

Daniel Tuffnell, East Sussex

The Action Replay costs £59.99, which is very cheap considering the useful and powerful tools that it provides you with.

NOTHING SAMPLER

I would like to make a comment about sound samplers that connect to the parallel port of the Amiga. For TV users, the sampler position makes it impossible to plug the audio leads into the modulator. So, you either hear but don't sample or sample but don't hear. Ugh!

Luckily, I use an amplifier with two 30 watt'ers plugged in, but I'd just like to warn people.

Mark Sheeky, Crewe

You're right about the leads Mark, but there's nothing to stop you buying a longer lead from your local hi-fi shop is there? In any case, for people who're serious enough about to buy a sampler, it seems pretty dumb not to run the sound through an amplifier or desk-top speaker system.

GRAPPLE 'N GROAN

Are there any good wrestling games available?

Daniel Tuffnell, East Sussex

Ocean is set to release a game based around WWF Wrestling from the States... keep an eye out for our review.

PLANE SAILING

As a fan of World War One flight-sims could you please tell me, in your opinion, which is the superior game out of Red Baron (Dynamix) or Knights of the Sky (Microprose)? Could you also tell me when Operation

A BIT OF A DO

The recent introduction of 24-bit frame buffers like the Video Toaster (NewTek) and Harlequin (Amiga Centre Scotland) have had many pundits say these are the next step for the ordinary Amiga user. I completely disagree. this sort of power is too expensive for 99% of Amiga enthusiasts. Without doubt, these gadgets can create the most spectacular animations and pictures, but that is all they will remain, pretty pictures.

Gia Luc, London

Well Gia, as a fairly ordinary user myself I'm seriously considering paying £500 for the new Colorburst frame buffer. As I paid £400 pounds for my Amiga, an extra hundred for a professional quality rendering and art tool doesn't seem too crippling to me, (although I'd prefer it if it only cost £200!) I think that many Amiga owners who are seriously interested in graphics will consider the once only price of a frame buffer quite reasonable compared to a life times worth of traditional artists supplies – *Mat Broomfield.*

GOT NOTHIN' TO SAY?

How can you change the face of Amiga entertainment and productivity if you just sit back and take the bugs, poor quality hardware and software, and lack of customer service? On the other hand, feel free to praise where praise is due. This is the premier forum to air your views on anything connected with the Amiga scene. Write without delay to the usual Backchat address. We're itching to find out what you think...

Thunderbolt is coming out on a budget label?
Rhys Owen, Mid Glamorgan

Neither of these two biplane epics have actually been released at the time of going to press. However, we popped down to sister magazine PC Review who said, as far as they were concerned, Red Baron has the edge on their format. We hope to bring you a head-to-head review of both games next month. Operation Thunderbolt will be available for £7.99 on the Hit Squad label early next month.

A CD CORNER

If the CDTV is better than the Amiga why doesn't it have it's own magazine? CU AMIGA is a brilliant magazine but you need more cheats every month.
Andy Rawson, Sheffield

Play to Win will be bigger, better and brighter in the New Year. Happy now, Andy?

ARTHUR DALEY WRITES...

I'm currently trying to set up a mail order hardware and software business and need help finding wholesalers of disks and accessories. Do you know of anyone?
C. Waite, Hockley, Essex

Well 'C', what's it worth? Only joking! Get 'yer pen and paper ready because here comes a quick list of three leading hardware and software distributors in this sector: Centresoft (021 625 3388), Leisuresoft (0604 768711) and Gem (0279 412441). We hope the 'C' isn't short for Cowboy!

THE TOP FIVE

This merry month we have the five all-time faves of Sam Bourton of sunny Yorkshire.

1. **Manchester United Europe (Krisalis)**
2. **F15 Strike Eagle II (Microprose)**
3. **Secret of Monkey Island (Lucasfilm Games/US Gold)**
4. **Xenon 2 (Mirror Image)**
5. **Rainbow Collection (Ocean)**

MEG-ALOMANIA

With the decrease in price of half megabyte memory upgrades, wouldn't it be a good idea for software houses to release more one meg only games? This would, in turn, encourage more Amiga owners to buy memory expansions for their machines. We want to see 1Mb games with better graphics, more sound and less multi-loads. Where the hell is 4D Sports Boxing?
Jonathan Day, Gosport, Hants

Good news on the boxing front, Jonathan. We've sent our roving reporter Rik Haynes down to the depths of East Sussex to playtest 4D Sports Boxing. Can Mindscape really beat off the rough'em-up competition from Ocean, Storm and System 3? Read our report in the next issue, out on Tuesday November 26. Meantime, turn to page 187 for a preview of the other goodies on offer next month...

RED SPOT

I've come up with a problem using the Red Sector Demomaker, I can't use any of the songs created with my Sound Tracker Eight Track. Are these programs compatible in any way? I have written loads of very good songs and therefore wish to add some graphics to them and polish up their overall presentation. Any help you could give me would be very much appreciated...
Mark Greenaway, Gwmbran, Gwent

Nope, I'm afraid eight track Soundtracker songs aren't compatible with Demo Maker and neither are Med or Oktalyser songs.

EL CHEAPO

I've noticed a dramatic improvement in the quality and quantity of budget games over the past year. Software houses such as Ocean, Gremlin, Psygnosis and US Gold have re-released some of their best older titles like Batman - The Movie, Rocket Ranger, New Zealand Story, and so on. In the case of Head over Heels, they've even rewritten a past eight-bit hit onto the Amiga. It's about time I stopped ranting. Doesn't Alien Breed look brilliant?
Gia Luc, London

Have you tried some the excellent titles on the Mirror Image label, Gia? Xenon II and TV Sports Football are currently available for a tenner. Next year we'll see Falcon, Speedball 2, Cadaver, Wings and Teenage Mutant Hero Turtles re-released at the same price, too. Hurrah!

SMILEY KYLIE

On the Audio Recall page in your Essential Guide to Public Domain (free with the October issue) there's a picture of a girl. My friend says she is a model, but I think it's old Kylie? Please sort this out because I have a bet on with him over it.
A. Binns, Wakefield

Well done, Mr Binns. The girl in question is, like you rightly observed, 'old' Kylie. And rather attractive she's looking,too!

WANT A KICKING?

After a year of playing Kick Off 2 for three hours a day, I must now be the best around. I even beat a friend 16-0 a couple of days ago! I therefore propose to challenge any decent player in the country. This offer goes out to anyone, but don't bother writing to me if you can't handle humiliation. This is no joke, it is a deadly serious challenge. If I'm ever beaten at Kick Off 2, I'll write back and withdraw my challenge.
Christopher Forker, 47 Stapleton Close, Marlow, Bucks SL7 1TZ

Fighting words, Christopher. Are there any takers out there? Drop us a line after the Big Match...

SOUNDS AMAZING

Everyone is still raving about how good the music is on Xenon II. Have these people ever heard the soundtracks on Public Domain Software? Compared to the likes of Digital Concert III and Nineteen, Xenon II sounds like a Spectrum!
David Cockram, North Stockport, Cheshire

What are your fave music and sound effects in games and demos? Send in your comments to the normal Backchat address.

ELFY EATING

Go to the Sage in Elf (Ocean), select talk, type in cheat and he will give you one!
Iain Spirit, Helensburgh, Scotland

The idea of a Sage 'giving me one' is a little strange, but thank's all the same.

OF MICE AND MEN

I've just decided to purchase a replacement mouse, but the problem is, which one should I go for?? Any advice you can give me on the subject will be gratefully appreciated.
Stuart Hardy, Sheffield

Try the old-style Naksha mouse or Contriver 2 in 1.

LET'S CELEBRATE

READ IN THE NEW YEAR WITH CU AMIGA

JUST GETTING BETTER

1992 is definitely going to be the year of the Amiga and we want to help you celebrate all year long. As well as the usual red-hot two-disks on each and every issue, we've also got lined up a number of brilliant supplements covering virtually every aspect of the Amiga. And throughout the year we'll be running even more special promotions and events, so keep watching for details.

Our mammoth January issue is going to be crammed-full of goodies as we take a nostalgic look back at 1991 and look forward to some of the hot new utilities and games on offer in the coming months. Mat makes his personal recommendations on the serious side of things while Dan and the three Steves will be waxing lyrical over the hottest games of the last twelve months.

Gameswise, we'll be reviewing such gems as Ocean's *WWF*, Demonware's *Exodus*, EA's *Black Crypt* and Anco's new basketball sim, *Tip Off*. On the Preview front, Steve Merrett will be sticking his worm-like nose into all the newest games in both our In Development and First Impressions columns. If that wasn't enough, we'll also have a mammoth player's guide and our usual up-to-the-minute news. Remember, no-one does it better!

Our in-depth Product reviews feature, amongst many others, the latest Real Things disks, the new version of Videoscape 3D, and the Trojan Light pen, which lets you draw directly onto the screen! Features include how to print in colour on a monochrome printer (honest!), the latest and best PD utilities money can buy, and CU's definitive Head-to-Head reviews. There'll also be a chance to win one of Mindscape's new Miracle keyboards, the amazing new kit which can teach you to play like a maestro.

DISK BONANZA

Our two disks will again be full to the brim with useful utilities, playable demos of the latest hot programs and games, and a clutch of complete games from the PD circuit. It'll be the best yet!

BRILLIANT NEW SUPPLEMENT

Yep, if you've just bought an Amiga and are wondering what this brilliant machine can do, then this is the essential guide for you. We'll be offering useful guides to all the software that's available for the machine as well as offering hints and tips on how to get the most out of your machine. Miss it not!

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You will see from independant review comments that we are undoubtedly their first choice and that was before the complete solution was launched. If you have just purchased your Amiga and are not sure what to buy next, then just read the comments or send for full review and demo disk.

Actual unretouched digitised screenshot

Features ...

- Grab mono images from any video source
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- Add text or draw within art package.

Amiga Computing: The best Amiga digitiser has had the technicolour treatment. Vidi must be one of the most exciting peripherals you can buy for your Amiga.

Micro Mart: When I first saw Vidi "in the flesh" as it were, at the CES show last September it looked to be the answer to a frustrated Digi View owner's dreams – in fact to see pictures appearing on screen without the customary two minutes wait seemed almost too good to be true. I have consistently produced more good quality pictures in the short time I have had Vidi than I ever did with Digiview.

Zero: Now under normal circumstances cheap usually means poor quality but this is not the case with Rombo. Why? cos Vidi-Amiga is the best digitiser for under £500 and I've tried them all.

Amiga Format: Where quality is concerned, Vidi produces some of the best results I've seen on any digitiser at any price.

Amiga User International: The latest addition to the Rombokit is called Vidi-RGB and brings this already impressive package to the realms of totally amazing. CONCLUSION: Who will find Vidi-Amiga useful? The answer to this is almost anyone with a video recorder or camera and a passing interest in graphics.

THE COMPLETE COLOUR SOLUTION
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Full colour demonstration disk available for only £1.95 to cover P&P.

ROMBO

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